IMAGINE MAILING LIST

COLLABORATORS

	TITLE : IMAGINE MAILING LIST		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

IMAGINE MAILING LIST

1.1   IMAGINE MAILING LIST NUMBER V56

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                    This GUIDE File was generated by an
                     IMAGINE MAILING LIST PROCESSOR
                      Written By Joop van de Wege
                                © 1994

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+-------------------------------oOO-(_)-OOo-------------------------------+
|                                                                        |
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #56 |
| covering messages from Nov 02 1994 to Nov 30 1994.                      |
|                                                                        |
| If you have any questions or problems with this file, E-mail Nik Vukovljak  |
| at nvukovlj@extro.ucc.su.oz.au                                          |
| To join the IML, send email to: imagine-request@email.sp.paramax.com and in |
| the subject line type in: subscribe                                     |
|                                                                        |
|      Thanks goes to: Neil Miller for the Imagine Mailing List Processor     |
|                      Nik Vukovljak for the archives                     |
+-------------------------------------------------------------------------+



                           Turn the Page
```

1.2   IMAGINE MAILING LIST V56- CONTENTS

```
Click-->   1  MSG-   1  Subject: Re: silcon graphics
Click-->   2  MSG-   2  Subject: Texture Guide
Click-->   3  MSG-   3  Subject: Re: silcon graphics
Click-->   4  MSG-   4  Subject: Digimax!
Click-->   5  MSG-   5  Subject: Re: Newmode-Modepro etc
Click-->   6  MSG-   6  ------=> Sorry NO Subject!
Click-->   7  MSG-   7  Subject: Digimax!
Click-->   8  MSG-   8  Subject: Re: Trees-algorithmic objects
```

```
Click-->   9  MSG-   9  Subject: Re: Amiga-PC connection
Click-->  10  MSG-  10  ------=> Sorry NO Subject!
Click-->  11  MSG-  11  ------=> Sorry NO Subject!
Click-->  12  MSG-  12  ------=> Sorry NO Subject!
Click-->  13  MSG-  13  ------=> Sorry NO Subject!
Click-->  14  MSG-  14  ------=> Sorry NO Subject!
Click-->  15  MSG-  15  Subject: ISL 3.0b2
Click-->  16  MSG-  16  Subject: Re: Reflective sphere in glass tube
Click-->  17  MSG-  17  Subject: File transfers
Click-->  18  MSG-  18  Subject: Re: Digimax!
Click-->  19  MSG-  19  Subject: IMTguide
Click-->  20  MSG-  20  Subject: Re: ISL 3.0b2
Click-->  21  MSG-  21  Subject: Error installing IMTguide
Click-->  22  MSG-  22  Subject: Re: Programming ideas
Click-->  23  MSG-  23  Subject: ISL - what is it?
Click-->  24  MSG-  24  ------=> Sorry NO Subject!
Click-->  25  MSG-  25  Subject: DAKDUNGN obects.....
Click-->  26  MSG-  26  Subject: Re: Best way to make...
Click-->  27  MSG-  27  Subject: RRW's IMTguide
Click-->  28  MSG-  28  Subject: Moving stars
Click-->  29  MSG-  29  Subject: IMTGuide ..GET IT NOW!!!! GREAT work RRW/D.Duck
Click-->  30  MSG-  30  Subject: Re: Moving stars
Click-->  31  MSG-  31  Subject: Spline editor
Click-->  32  MSG-  32  Subject: Re: silcon graphics
Click-->  33  MSG-  33  Subject: Re: silcon graphics
Click-->  34  MSG-  34  Subject: Making a sun
Click-->  35  MSG-  35  Subject: RE: Moving stars
Click-->  36  MSG-  36  Subject: IMTguide Error Solution
Click-->  37  MSG-  37  Subject: Re: Electrical Arc
Click-->  38  MSG-  38  Subject: Re: ICOONS
Click-->  39  MSG-  39  Subject: Re: Moving stars
Click-->  40  MSG-  40  Subject: TTDDD & TDDD
Click-->  41  MSG-  41  Subject: Paging Dr. Imagine...
Click-->  42  MSG-  42  Subject: Re: <none>
Click-->  43  MSG-  43  Subject: A few questions about Imagine...
Click-->  44  MSG-  44  Subject: IMTGuide
Click-->  45  MSG-  45  Subject: Re: ISL - what is it?
Click-->  46  MSG-  46  Subject: Re: Spline editor
Click-->  47  MSG-  47  Subject: Phaser Effect?
Click-->  48  MSG-  48  Subject: Re: TTDDD & TDDD
Click-->  49  MSG-  49  Subject: Re: <none>
Click-->  50  MSG-  50  Subject: Re: Spline editor
Click-->  51  MSG-  51  Subject: Re: TTDDD & TDDD
Click-->  52  MSG-  52  Subject: Re: Spline editor
Click-->  53  MSG-  53  Subject: RE: Where's Steve Worley ?
Click-->  54  MSG-  54  Subject: Errors
Click-->  55  MSG-  55  Subject: Where's Steve Worley ?
Click-->  56  MSG-  56  Subject: Need Texture.TXT
Click-->  57  MSG-  57  Subject: Proper preset for Toaster???
Click-->  58  MSG-  58  Subject: Re: errors
Click-->  59  MSG-  59  Subject: E-Z Sun
Click-->  60  MSG-  60  Subject: Re: proper preset for Toaster???
Click-->  61  MSG-  61  Subject: Re: errors
Click-->  62  MSG-  62  Subject: Re: proper preset for Toaster???
Click-->  63  MSG-  63  Subject: Re: Spline editor
Click-->  64  MSG-  64  Subject: Anim mapping
Click-->  65  MSG-  65  Subject: Re: Spline editor
```

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Click-->  66  MSG-  66   Subject: Re: proper preset for Toaster???
Click-->  67  MSG-  67   Subject: Cycle object corrupted
Click-->  68  MSG-  68   Subject: Re: Cycle object corrupted
Click-->  69  MSG-  69   Subject: Understanding Imagine 2.0
Click-->  70  MSG-  70   Subject: 3D - artist
Click-->  71  MSG-  71   Subject: Imagine 3.1 (PAL) Screen Size...
Click-->  72  MSG-  72   Subject: Re: errors
Click-->  73  MSG-  73   Subject: Re: Cycle object corrupted
Click-->  74  MSG-  74   Subject: Imagine Companion 2 (fwd)
Click-->  75  MSG-  75   Subject: Imagine Pro?
Click-->  76  MSG-  76   Subject: Imagine Pro
Click-->  77  MSG-  77   ------=> Sorry NO Subject!
Click-->  78  MSG-  78   ------=> Sorry NO Subject!
Click-->  79  MSG-  79   Subject: DOF transition bounce
Click-->  80  MSG-  80   Subject: Imagination vs Ab$urd
Click-->  81  MSG-  81   Subject: Re: Imagine Pro
Click-->  82  MSG-  82   Subject: Re: Imagine Pro?
Click-->  83  MSG-  83   Subject: 3D images (ZBuffer & SIRDS)
Click-->  84  MSG-  84   Subject: Re: Seamless Waterfalls & Fire
Click-->  85  MSG-  85   Subject: Imagine Pro
Click-->  86  MSG-  86   Subject: Lunar lander
Click-->  87  MSG-  87   Subject: Fractal landscape generator source
Click-->  88  MSG-  88   Subject: Thanks
Click-->  89  MSG-  89   Subject: Re: errors
Click-->  90  MSG-  90   Subject: Re: 3D images (ZBuffer & SIRDS)
Click-->  91  MSG-  91   Subject: Re: Imagination vs Ab$urd
Click-->  92  MSG-  92   Subject: Re: Imagine Pro?
Click-->  93  MSG-  93   Subject: Boing effect
Click-->  94  MSG-  94   Subject: Re: Imagination vs Ab$urd
Click-->  95  MSG-  95   Subject: Lunar lander (fwd)
Click-->  96  MSG-  96   Subject: Imagine 3.1
Click-->  97  MSG-  97   Subject: IML_Pro
Click-->  98  MSG-  98   Subject: Re: Imagination vs Ab$urd
Click-->  99  MSG-  99   Subject: Re: Imagination vs Ab$urd
Click--> 100  MSG- 100   Subject: Don't take me wrong
Click--> 101  MSG- 101   Subject: Here's Lookin' Up Your Address
Click--> 102  MSG- 102   Subject: Textures used in an object
Click--> 103  MSG- 103   ------=> Sorry NO Subject!
Click--> 104  MSG- 104   Subject: New "Trans_mod" texture
Click--> 105  MSG- 105   Subject: 3.1 States
Click--> 106  MSG- 106   Subject: Imagine textures now on aminet
Click--> 107  MSG- 107   Subject: Re: textures used in an object
Click--> 108  MSG- 108   Subject: Re: Seamless Waterfalls & Fire
Click--> 109  MSG- 109   Subject: Re waterfall
Click--> 110  MSG- 110   Subject: Warp transputer
Click--> 111  MSG- 111   Subject: Re: 3.1 States
Click--> 112  MSG- 112   Subject: Re: warp transputer
Click--> 113  MSG- 113   Subject: Re: New "Trans_mod" texture
Click--> 114  MSG- 114   Subject: Re: textures used in an object
Click--> 115  MSG- 115   Subject: Re: textures used in an object
Click--> 116  MSG- 116   Subject: Re: textures used in an object
Click--> 117  MSG- 117   Subject: Animated Brushmaps
Click--> 118  MSG- 118   Subject: Real Time Inverse Kinematics
Click--> 119  MSG- 119   Subject: Re: DOF transition bounce
Click--> 120  MSG- 120   Subject: Lensflare
Click--> 121  MSG- 121   Subject: Transputer stuff
Click--> 122  MSG- 122   Subject: RE: IMAGINE PRO?
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Click--> 123   MSG- 123   Subject: RE: NEW "TRANS_MOD
Click--> 124   MSG- 124   Subject: Re: lensflare
Click--> 125   MSG- 125   Subject: Caustics / rain drops on a 'block' of water
Click--> 126   MSG- 126   Subject: RE: NEW "TRANS_MOD
Click--> 127   MSG- 127   Subject: Re:
Click--> 128   MSG- 128   Subject: LASER ray
Click--> 129   MSG- 129   Subject: Textures (was Re: IMAGINE PRO?)
Click--> 130   MSG- 130   Subject: Animated frames for the global brush ...
Click--> 131   MSG- 131   Subject: Tacking down brushes on morphing surfaces ..
Click--> 132   MSG- 132   Subject: Re: transputer stuff
Click--> 133   MSG- 133   Subject: Re: caustics / rain drops on a 'block' of water
Click--> 134   MSG- 134   Subject: Re: Tacking down brushes on morphing surfaces ..
Click--> 135   MSG- 135   Subject: Wha?
Click--> 136   MSG- 136   Subject: Re: caustics / rain drops on a 'block' of water
Click--> 137   MSG- 137   Subject: Re: Wha?
Click--> 138   MSG- 138   Subject: Re: silcon graphics
Click--> 139   MSG- 139   Subject: Re: Oh Christmans tree?!?
Click--> 140   MSG- 140   ------=> Sorry NO Subject!
Click--> 141   MSG- 141   Subject: Re: Reflective objects inside a glass tube!!
Click--> 142   MSG- 142   Subject: Smoke Tutorial
Click--> 143   MSG- 143   Subject: Mike Halvorson
Click--> 144   MSG- 144   Subject: L-Parser
Click--> 145   MSG- 145   Subject: Re: Oh Christmans tree?!?
Click--> 146   MSG- 146   Subject: Non US characters
Click--> 147   MSG- 147   Subject: DIGIMAX 1.01
Click--> 148   MSG- 148   Subject: Aladdin 4D
Click--> 149   MSG- 149   Subject: Re: LASER ray
Click--> 150   MSG- 150   Subject: Caustics / raindrops
Click--> 151   MSG- 151   Subject: Algorithmic Textures
Click--> 152   MSG- 152   Subject: Animated Brushmaps
Click--> 153   MSG- 153   Subject: Uuencode
Click--> 154   MSG- 154   Subject: Re: Reflective objects inside a glass tube!!
Click--> 155   MSG- 155   Subject: Re: Oh Christmans tree?!?
Click--> 156   MSG- 156   Subject: Re: transputer stuff
Click--> 157   MSG- 157   Subject: Re sideways jolt in anim
Click--> 158   MSG- 158   Subject: Re: Oh Christmans tree?!?
Click--> 159   MSG- 159   Subject: Imagine.fp error message
Click--> 160   MSG- 160   Subject: Re: Oh Christmans tree?!?
Click--> 161   MSG- 161   Subject: RE: Animated Brushmaps
Click--> 162   MSG- 162   Subject: Re: Oh Christmans tree?!?
Click--> 163   MSG- 163   Subject: Re: imagine.fp error message
Click--> 164   MSG- 164   Subject: Re: Mike Halvorson
Click--> 165   MSG- 165   Subject: Re: Paging Dr. Imagine...
Click--> 166   MSG- 166   Subject: Re: Randomize Function Proposal
Click--> 167   MSG- 167   Subject: Re: Seamless Waterfalls & Fire
Click--> 168   MSG- 168   Subject: Textures/States problem
Click--> 169   MSG- 169   Subject: Re: Randomize Function Proposal
Click--> 170   MSG- 170   Subject: Re: Raptor and Two Years
Click--> 171   MSG- 171   Subject: Modelling and Snapping
Click--> 172   MSG- 172   ------=> Sorry NO Subject!
Click--> 173   MSG- 173   Subject: Animation Brushmaps Update
Click--> 174   MSG- 174   Subject: Textures/States problem
Click--> 175   MSG- 175   Subject: Metal textures
Click--> 176   MSG- 176   Subject: Re: Metal textures
Click--> 177   MSG- 177   Subject: Re: textures used in an object
Click--> 178   MSG- 178   Subject: Re: Textures/States problem
Click--> 179   MSG- 179   Subject: Re: Textures/States problem
```

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Click--> 180   MSG- 180   Subject: Re: Metal textures
Click--> 181   MSG- 181   Subject: Re: Textures/States problem
Click--> 182   MSG- 182   Subject: Texture "Smear"
Click--> 183   MSG- 183   Subject: Re: Modelling and Snapping
Click--> 184   MSG- 184   Subject: Re: textures used in an object
Click--> 185   MSG- 185   Subject: No subject given
Click--> 186   MSG- 186   Subject: LW-related stuff on aminet
Click--> 187   MSG- 187   Subject: Tree Makers, good and bad
Click--> 188   MSG- 188   Subject: Announcing LIGHT-ROM (has Imagine data too!)
Click--> 189   MSG- 189   Subject: Re: LW-related stuff on aminet
Click--> 190   MSG- 190   Subject: Re: uuencode
Click--> 191   MSG- 191   Subject: Re: textures used in an object (fwd)
Click--> 192   MSG- 192   Subject: TIF -> AVI?? MPEG???
Click--> 193   MSG- 193   Subject: Re: TIF -> AVI?? MPEG???
Click--> 194   MSG- 194   Subject: Sway effect?
Click--> 195   MSG- 195   Subject: Re: Announcing LIGHT-ROM (has Imagine data too!)
Click--> 196   MSG- 196   Subject: Re: TIF -> AVI?? MPEG???
Click--> 197   MSG- 197   Subject: Light ROM question
Click--> 198   MSG- 198   Subject: Fractal tree creator?
Click--> 199   MSG- 199   Subject: Aminet pix/imagi
Click--> 200   MSG- 200   Subject: Re: Light ROM question
Click--> 201   MSG- 201   Subject: Re: Light ROM question
Click--> 202   MSG- 202   Subject: Re: Texture "Smear"
Click--> 203   MSG- 203   Subject: Re: Light ROM question
Click--> 204   MSG- 204   Subject: Re: Texture "Smear"
Click--> 205   MSG- 205   Subject: Glas in Imagine
Click--> 206   MSG- 206   Subject: Re: Texture "Smear"
Click--> 207   MSG- 207   Subject: Brushmap resolution
Click--> 208   MSG- 208   Subject: Re: Texture "Smear"
Click--> 209   MSG- 209   Subject: Re: Amiga-PC connection
Click--> 210   MSG- 210   Subject: Textures, Scripts, Bugs and a Hello!
Click--> 211   MSG- 211   Subject: 3.2
Click--> 212   MSG- 212   Subject: Brushmaps
Click--> 213   MSG- 213   Subject: Re: Brushmap resolution
Click--> 214   MSG- 214   Subject: Re: Sway effect?
Click--> 215   MSG- 215   Subject: Re: Modelling and Snapping
Click--> 216   MSG- 216   Subject: Re: Glas in Imagine
Click--> 217   MSG- 217   Subject: Re: Texture "Smear"
Click--> 218   MSG- 218   Subject: Re: Texture "Smear"
Click--> 219   MSG- 219   Subject: Re: Textures, Scripts, Bugs and a Hello!
Click--> 220   MSG- 220   Subject: Re: Brushmap resolution
Click--> 221   MSG- 221   Subject: Re: Texture "Smear"
Click--> 222   MSG- 222   Subject: Re: Brushmap resolution
Click--> 223   MSG- 223   Subject: Re: Texture "Smear"
Click--> 224   MSG- 224   Subject: Re: Glas in Imagine
Click--> 225   MSG- 225   Subject: Re: Modelling and Snapping
Click--> 226   MSG- 226   Subject: Skies in Imagine 3
Click--> 227   MSG- 227   Subject: ARexx Script Files (10K)
Click--> 228   MSG- 228   Subject: Skies in Imagine 3
Click--> 229   MSG- 229   Subject: Re: Fractal tree creator?
Click--> 230   MSG- 230   Subject: Re: ARexx Script Files
Click--> 231   MSG- 231   Subject: RE: Mode promoting Imagine
Click--> 232   MSG- 232   Subject: Re: Skies in Imagine 3
Click--> 233   MSG- 233   Subject: Help Compiling Textures
Click--> 234   MSG- 234   Subject: Re: Glas in Imagine
Click--> 235   MSG- 235   Subject: Best PC Paint program
Click--> 236   MSG- 236   Subject: Re: Skies in Imagine 3
```

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Click--> 237  MSG- 237  Subject: Re: Skies in Imagine 3
Click--> 238  MSG- 238  Subject: IMTguide
Click--> 239  MSG- 239  Subject: Re: Best PC Paint program
Click--> 240  MSG- 240  Subject: Re: Skies in Imagine 3
Click--> 241  MSG- 241  Subject: Re: Skies in Imagine 3
Click--> 242  MSG- 242  Subject: Re: Best PC Paint program
Click--> 243  MSG- 243  Subject: Re: IMTguide
Click--> 244  MSG- 244  Subject: Best PC Paint Program
Click--> 245  MSG- 245  Subject: Re: Best PC Paint program
Click--> 246  MSG- 246  Subject: Re: Skies in Imagine 3
Click--> 247  MSG- 247  Subject: News News News
Click--> 248  MSG- 248  Subject: Fractal Trees and "fr" in particular
Click--> 249  MSG- 249  Subject: Re:      Using MODEPRO
Click--> 250  MSG- 250  Subject: IM3.0 Texture
Click--> 251  MSG- 251  Subject: RE: Mode promoting Imagine
Click--> 252  MSG- 252  Subject: Re: silcon graphics
Click--> 253  MSG- 253  Subject: Bump maps and states
Click--> 254  MSG- 254  Subject: Re: IMTguide
Click--> 255  MSG- 255  Subject: Index of Refraction
Click--> 256  MSG- 256  Subject: Re: Best PC Paint program
Click--> 257  MSG- 257  Subject: Re: Glas in Imagine
Click--> 258  MSG- 258  Subject: Wanted: ALL info on Screen Size Hack
Click--> 259  MSG- 259  Subject: Re: Index of Refraction
Click--> 260  MSG- 260  Subject: Re: Index of Refraction
Click--> 261  MSG- 261  Subject: Glass in Imagine
Click--> 262  MSG- 262  Subject: Wishlist & question
Click--> 263  MSG- 263  Subject: Re: silcon graphics
Click--> 264  MSG- 264  Subject: Re: Wishlist & question
Click--> 265  MSG- 265  Subject: Wishlist & question
Click--> 266  MSG- 266  Subject: Spline Editor
Click--> 267  MSG- 267  Subject: Light Texture Docs Missing
Click--> 268  MSG- 268  Subject: Wierd object
Click--> 269  MSG- 269  Subject: ISL on PC!  :-)
Click--> 270  MSG- 270  Subject: Digimax and How we.. CD
Click--> 271  MSG- 271  Subject: Imagine in Edge?
Click--> 272  MSG- 272  Subject: Imagine PC Questions
Click--> 273  MSG- 273  Subject: States in a Hierarchy?
Click--> 274  MSG- 274  Subject: Re: wierd object
Click--> 275  MSG- 275  Subject: Re: Imagine PC Questions
Click--> 276  MSG- 276  Subject: Re: Imagine PC Questions
Click--> 277  MSG- 277  Subject: Re: Imagine PC Questions
Click--> 278  MSG- 278  Subject: Re: Imagine PC Questions
Click--> 279  MSG- 279  Subject: Is imagine 3.1 a downgrade?
Click--> 280  MSG- 280  Subject: Re: ARexx Script Files
Click--> 281  MSG- 281  Subject: Re: ARexx Script Files
Click--> 282  MSG- 282  Subject: Re: Texture "Smear"
Click--> 283  MSG- 283  Subject: Re: Texture smear
Click--> 284  MSG- 284  Subject: Re: Texture "Smear"
Click--> 285  MSG- 285  ------=> Sorry NO Subject!
Click--> 286  MSG- 286  Subject: Accelerating to 040 land
Click--> 287  MSG- 287  Subject: States in a Hierarchy?
Click--> 288  MSG- 288  Subject: Re: Is imagine 3.1 a downgrade?
Click--> 289  MSG- 289  Subject: Re: Imagine PC Questions
Click--> 290  MSG- 290  Subject: Fr
Click--> 291  MSG- 291  Subject: Re: your mail
Click--> 292  MSG- 292  Subject: Re: Accelerating to 040 land
Click--> 293  MSG- 293  Subject: Re: Accelerating to 040 land
```

```
Click--> 294  MSG- 294   Subject: Re: States in a Hierarchy?
Click--> 295  MSG- 295   Subject: Re: States in a Hierarchy?
Click--> 296  MSG- 296   Subject: Fr
Click--> 297  MSG- 297   Subject: Re: Texture smear
Click--> 298  MSG- 298   Subject: Read Write Error problem
Click--> 299  MSG- 299   Subject: Re: Accelerating to 040 land
Click--> 300  MSG- 300   Subject: Re[2]: Texture smear
Click--> 301  MSG- 301   Subject: Fr – I'd like to get a copy.
Click--> 302  MSG- 302   Subject: Re: UU me the demo
Click--> 303  MSG- 303   Subject: Re: fr
Click--> 304  MSG- 304   Subject: Re: Accelerating to 040 land
Click--> 305  MSG- 305   Subject: Where can fr be found ?
Click--> 306  MSG- 306   Subject: Particles
Click--> 307  MSG- 307   Subject: Re: Is imagine 3.1 a downgrade?
Click--> 308  MSG- 308   Subject: Re: Wanted: ALL info on Screen Size Hack
Click--> 309  MSG- 309   Subject: Re: Accelerating to 040 land
Click--> 310  MSG- 310   Subject: ObjectConversion&LossOfPolygons
```

1.3   IMAGINE MAILING LIST V56- CONTENTS

```
Click-->   1  MSG-  12   ------=> Sorry NO Subject!
Click-->   2  MSG-  13   ------=> Sorry NO Subject!
Click-->   3  MSG-  10   ------=> Sorry NO Subject!
Click-->   4  MSG-  11   ------=> Sorry NO Subject!
Click-->   5  MSG- 140   ------=> Sorry NO Subject!
Click-->   6  MSG-  24   ------=> Sorry NO Subject!
Click-->   7  MSG-  14   ------=> Sorry NO Subject!
Click-->   8  MSG- 103   ------=> Sorry NO Subject!
Click-->   9  MSG-   6   ------=> Sorry NO Subject!
Click-->  10  MSG-  77   ------=> Sorry NO Subject!
Click-->  11  MSG- 285   ------=> Sorry NO Subject!
Click-->  12  MSG-  78   ------=> Sorry NO Subject!
Click-->  13  MSG- 172   ------=> Sorry NO Subject!
Click-->  14  MSG- 105   Subject: 3.1 States
Click-->  15  MSG- 111   Subject: Re: 3.1 States
Click-->  16  MSG- 211   Subject: 3.2
Click-->  17  MSG-  70   Subject: 3D – artist
Click-->  18  MSG-  83   Subject: 3D images (ZBuffer & SIRDS)
Click-->  19  MSG-  90   Subject: Re: 3D images (ZBuffer & SIRDS)
Click-->  20  MSG-  49   Subject: Re: <none>
Click-->  21  MSG-  42   Subject: Re: <none>
Click-->  22  MSG-  43   Subject: A few questions about Imagine...
Click-->  23  MSG- 286   Subject: Accelerating to 040 land
Click-->  24  MSG- 299   Subject: Re: Accelerating to 040 land
Click-->  25  MSG- 293   Subject: Re: Accelerating to 040 land
Click-->  26  MSG- 292   Subject: Re: Accelerating to 040 land
Click-->  27  MSG- 304   Subject: Re: Accelerating to 040 land
Click-->  28  MSG- 309   Subject: Re: Accelerating to 040 land
Click-->  29  MSG- 148   Subject: Aladdin 4D
Click-->  30  MSG- 151   Subject: Algorithmic Textures
Click-->  31  MSG- 209   Subject: Re: Amiga-PC connection
Click-->  32  MSG-   9   Subject: Re: Amiga-PC connection
Click-->  33  MSG- 199   Subject: Aminet pix/imagi
Click-->  34  MSG-  64   Subject: Anim mapping
Click-->  35  MSG- 152   Subject: Animated Brushmaps
```

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Click-->  36  MSG- 117  Subject: Animated Brushmaps
Click-->  37  MSG- 161  Subject: RE: Animated Brushmaps
Click-->  38  MSG- 130  Subject: Animated frames for the global brush ...
Click-->  39  MSG- 173  Subject: Animation Brushmaps Update
Click-->  40  MSG- 188  Subject: Announcing LIGHT-ROM (has Imagine data too!)
Click-->  41  MSG- 195  Subject: Re: Announcing LIGHT-ROM (has Imagine data too!)
Click-->  42  MSG- 227  Subject: ARexx Script Files (10K)
Click-->  43  MSG- 230  Subject: Re: ARexx Script Files
Click-->  44  MSG- 280  Subject: Re: ARexx Script Files
Click-->  45  MSG- 281  Subject: Re: ARexx Script Files
Click-->  46  MSG- 244  Subject: Best PC Paint Program
Click-->  47  MSG- 235  Subject: Best PC Paint program
Click-->  48  MSG- 245  Subject: Re: Best PC Paint program
Click-->  49  MSG- 242  Subject: Re: Best PC Paint program
Click-->  50  MSG- 239  Subject: Re: Best PC Paint program
Click-->  51  MSG- 256  Subject: Re: Best PC Paint program
Click-->  52  MSG-  26  Subject: Re: Best way to make...
Click-->  53  MSG-  93  Subject: Boing effect
Click-->  54  MSG- 207  Subject: Brushmap resolution
Click-->  55  MSG- 213  Subject: Re: Brushmap resolution
Click-->  56  MSG- 222  Subject: Re: Brushmap resolution
Click-->  57  MSG- 220  Subject: Re: Brushmap resolution
Click-->  58  MSG- 212  Subject: Brushmaps
Click-->  59  MSG- 253  Subject: Bump maps and states
Click-->  60  MSG- 125  Subject: Caustics / rain drops on a 'block' of water
Click-->  61  MSG- 133  Subject: Re: Caustics / rain drops on a 'block' of water
Click-->  62  MSG- 136  Subject: Re: Caustics / rain drops on a 'block' of water
Click-->  63  MSG- 150  Subject: Caustics / raindrops
Click-->  64  MSG-  67  Subject: Cycle object corrupted
Click-->  65  MSG-  68  Subject: Re: Cycle object corrupted
Click-->  66  MSG-  73  Subject: Re: Cycle object corrupted
Click-->  67  MSG-  25  Subject: DAKDUNGN obects.....
Click-->  68  MSG- 147  Subject: DIGIMAX 1.01
Click-->  69  MSG- 270  Subject: Digimax and How we.. CD
Click-->  70  MSG-   7  Subject: Digimax!
Click-->  71  MSG-   4  Subject: Digimax!
Click-->  72  MSG-  18  Subject: Re: Digimax!
Click-->  73  MSG-  79  Subject: DOF transition bounce
Click-->  74  MSG- 119  Subject: Re: DOF transition bounce
Click-->  75  MSG- 100  Subject: Don't take me wrong
Click-->  76  MSG-  59  Subject: E-Z Sun
Click-->  77  MSG-  37  Subject: Re: Electrical Arc
Click-->  78  MSG-  21  Subject: Error installing IMTguide
Click-->  79  MSG-  54  Subject: Errors
Click-->  80  MSG-  58  Subject: Re: Errors
Click-->  81  MSG-  61  Subject: Re: Errors
Click-->  82  MSG-  72  Subject: Re: Errors
Click-->  83  MSG-  89  Subject: Re: Errors
Click-->  84  MSG-  17  Subject: File transfers
Click-->  85  MSG- 290  Subject: Fr
Click-->  86  MSG- 296  Subject: Fr
Click-->  87  MSG- 301  Subject: Fr - I'd like to get a copy.
Click-->  88  MSG-  87  Subject: Fractal landscape generator source
Click-->  89  MSG- 198  Subject: Fractal tree creator?
Click-->  90  MSG- 229  Subject: Re: Fractal tree creator?
Click-->  91  MSG- 248  Subject: Fractal Trees and "fr" in particular
Click-->  92  MSG- 303  Subject: Re: Fr
```

```
Click-->  93  MSG- 205  Subject: Glas in Imagine
Click-->  94  MSG- 257  Subject: Re: Glas in Imagine
Click-->  95  MSG- 224  Subject: Re: Glas in Imagine
Click-->  96  MSG- 216  Subject: Re: Glas in Imagine
Click-->  97  MSG- 234  Subject: Re: Glas in Imagine
Click-->  98  MSG- 261  Subject: Glass in Imagine
Click-->  99  MSG- 233  Subject: Help Compiling Textures
Click--> 100  MSG- 101  Subject: Here's Lookin' Up Your Address
Click--> 101  MSG-  38  Subject: Re: ICOONS
Click--> 102  MSG- 250  Subject: IM3.0 Texture
Click--> 103  MSG-  80  Subject: Imagination vs Ab$urd
Click--> 104  MSG-  94  Subject: Re: Imagination vs Ab$urd
Click--> 105  MSG-  91  Subject: Re: Imagination vs Ab$urd
Click--> 106  MSG-  99  Subject: Re: Imagination vs Ab$urd
Click--> 107  MSG-  98  Subject: Re: Imagination vs Ab$urd
Click--> 108  MSG-  96  Subject: Imagine 3.1
Click--> 109  MSG-  71  Subject: Imagine 3.1 (PAL) Screen Size...
Click--> 110  MSG-  74  Subject: Imagine Companion 2 (fwd)
Click--> 111  MSG- 271  Subject: Imagine in Edge?
Click--> 112  MSG- 272  Subject: Imagine PC Questions
Click--> 113  MSG- 289  Subject: Re: Imagine PC Questions
Click--> 114  MSG- 275  Subject: Re: Imagine PC Questions
Click--> 115  MSG- 276  Subject: Re: Imagine PC Questions
Click--> 116  MSG- 278  Subject: Re: Imagine PC Questions
Click--> 117  MSG- 277  Subject: Re: Imagine PC Questions
Click--> 118  MSG-  76  Subject: Imagine Pro
Click--> 119  MSG-  85  Subject: Imagine Pro
Click--> 120  MSG-  75  Subject: Imagine Pro?
Click--> 121  MSG-  92  Subject: Re: Imagine Pro?
Click--> 122  MSG- 122  Subject: RE: IMAGINE PRO?
Click--> 123  MSG-  82  Subject: Re: Imagine Pro?
Click--> 124  MSG-  81  Subject: Re: Imagine Pro
Click--> 125  MSG- 106  Subject: Imagine textures now on aminet
Click--> 126  MSG- 159  Subject: Imagine.fp error message
Click--> 127  MSG- 163  Subject: Re: Imagine.fp error message
Click--> 128  MSG-  97  Subject: IML_Pro
Click--> 129  MSG-  19  Subject: IMTguide
Click--> 130  MSG- 238  Subject: IMTguide
Click--> 131  MSG-  44  Subject: IMTGuide
Click--> 132  MSG-  29  Subject: IMTGuide ..GET IT NOW!!!! GREAT work RRW/D.Duck
Click--> 133  MSG-  36  Subject: IMTguide Error Solution
Click--> 134  MSG- 254  Subject: Re: IMTguide
Click--> 135  MSG- 243  Subject: Re: IMTguide
Click--> 136  MSG- 255  Subject: Index of Refraction
Click--> 137  MSG- 260  Subject: Re: Index of Refraction
Click--> 138  MSG- 259  Subject: Re: Index of Refraction
Click--> 139  MSG- 279  Subject: Is imagine 3.1 a downgrade?
Click--> 140  MSG- 307  Subject: Re: Is imagine 3.1 a downgrade?
Click--> 141  MSG- 288  Subject: Re: Is imagine 3.1 a downgrade?
Click--> 142  MSG-  23  Subject: ISL - what is it?
Click--> 143  MSG-  45  Subject: Re: ISL - what is it?
Click--> 144  MSG-  15  Subject: ISL 3.0b2
Click--> 145  MSG-  20  Subject: Re: ISL 3.0b2
Click--> 146  MSG- 269  Subject: ISL on PC!  :-)
Click--> 147  MSG- 144  Subject: L-Parser
Click--> 148  MSG- 128  Subject: LASER ray
Click--> 149  MSG- 149  Subject: Re: LASER ray
```

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Click--> 150   MSG- 120   Subject: Lensflare
Click--> 151   MSG- 124   Subject: Re: Lensflare
Click--> 152   MSG- 197   Subject: Light ROM question
Click--> 153   MSG- 203   Subject: Re: Light ROM question
Click--> 154   MSG- 201   Subject: Re: Light ROM question
Click--> 155   MSG- 200   Subject: Re: Light ROM question
Click--> 156   MSG- 267   Subject: Light Texture Docs Missing
Click--> 157   MSG-  86   Subject: Lunar lander
Click--> 158   MSG-  95   Subject: Lunar lander (fwd)
Click--> 159   MSG- 186   Subject: LW-related stuff on aminet
Click--> 160   MSG- 189   Subject: Re: LW-related stuff on aminet
Click--> 161   MSG-  34   Subject: Making a sun
Click--> 162   MSG- 175   Subject: Metal textures
Click--> 163   MSG- 176   Subject: Re: Metal textures
Click--> 164   MSG- 180   Subject: Re: Metal textures
Click--> 165   MSG- 143   Subject: Mike Halvorson
Click--> 166   MSG- 164   Subject: Re: Mike Halvorson
Click--> 167   MSG- 231   Subject: RE: Mode promoting Imagine
Click--> 168   MSG- 251   Subject: RE: Mode promoting Imagine
Click--> 169   MSG- 171   Subject: Modelling and Snapping
Click--> 170   MSG- 225   Subject: Re: Modelling and Snapping
Click--> 171   MSG- 215   Subject: Re: Modelling and Snapping
Click--> 172   MSG- 183   Subject: Re: Modelling and Snapping
Click--> 173   MSG-  28   Subject: Moving stars
Click--> 174   MSG-  35   Subject: RE: Moving stars
Click--> 175   MSG-  39   Subject: Re: Moving stars
Click--> 176   MSG-  30   Subject: Re: Moving stars
Click--> 177   MSG-  56   Subject: Need Texture.TXT
Click--> 178   MSG- 104   Subject: New "Trans_mod" texture
Click--> 179   MSG- 113   Subject: Re: New "Trans_mod" texture
Click--> 180   MSG- 126   Subject: RE: NEW "TRANS_MOD
Click--> 181   MSG- 123   Subject: RE: NEW "TRANS_MOD
Click--> 182   MSG-   5   Subject: Re: Newmode-Modepro etc
Click--> 183   MSG- 247   Subject: News News News
Click--> 184   MSG- 185   Subject: No subject given
Click--> 185   MSG- 146   Subject: Non US characters
Click--> 186   MSG- 310   Subject: ObjectConversion&LossOfPolygons
Click--> 187   MSG- 158   Subject: Re: Oh Christmans tree?!?
Click--> 188   MSG- 139   Subject: Re: Oh Christmans tree?!?
Click--> 189   MSG- 162   Subject: Re: Oh Christmans tree?!?
Click--> 190   MSG- 160   Subject: Re: Oh Christmans tree?!?
Click--> 191   MSG- 145   Subject: Re: Oh Christmans tree?!?
Click--> 192   MSG- 155   Subject: Re: Oh Christmans tree?!?
Click--> 193   MSG-  41   Subject: Paging Dr. Imagine...
Click--> 194   MSG- 165   Subject: Re: Paging Dr. Imagine...
Click--> 195   MSG- 306   Subject: Particles
Click--> 196   MSG-  47   Subject: Phaser Effect?
Click--> 197   MSG-  22   Subject: Re: Programming ideas
Click--> 198   MSG-  57   Subject: Proper preset for Toaster???
Click--> 199   MSG-  60   Subject: Re: Proper preset for Toaster???
Click--> 200   MSG-  62   Subject: Re: Proper preset for Toaster???
Click--> 201   MSG-  66   Subject: Re: Proper preset for Toaster???
Click--> 202   MSG- 169   Subject: Re: Randomize Function Proposal
Click--> 203   MSG- 166   Subject: Re: Randomize Function Proposal
Click--> 204   MSG- 170   Subject: Re: Raptor and Two Years
Click--> 205   MSG- 157   Subject: Re sideways jolt in anim
Click--> 206   MSG- 109   Subject: Re waterfall
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Click--> 207  MSG- 127  Subject: Re:
Click--> 208  MSG- 298  Subject: Read Write Error problem
Click--> 209  MSG- 118  Subject: Real Time Inverse Kinematics
Click--> 210  MSG- 141  Subject: Re: Reflective objects inside a glass tube!!
Click--> 211  MSG- 154  Subject: Re: Reflective objects inside a glass tube!!
Click--> 212  MSG-  16  Subject: Re: Reflective sphere in glass tube
Click--> 213  MSG- 300  Subject: Re[2]: Texture smear
Click--> 214  MSG-  27  Subject: RRW's IMTguide
Click--> 215  MSG-  84  Subject: Re: Seamless Waterfalls & Fire
Click--> 216  MSG- 167  Subject: Re: Seamless Waterfalls & Fire
Click--> 217  MSG- 108  Subject: Re: Seamless Waterfalls & Fire
Click--> 218  MSG-   3  Subject: Re: Silcon graphics
Click--> 219  MSG- 263  Subject: Re: Silcon graphics
Click--> 220  MSG-   1  Subject: Re: Silcon graphics
Click--> 221  MSG- 252  Subject: Re: Silcon graphics
Click--> 222  MSG- 138  Subject: Re: Silcon graphics
Click--> 223  MSG-  32  Subject: Re: Silcon graphics
Click--> 224  MSG-  33  Subject: Re: Silcon graphics
Click--> 225  MSG- 228  Subject: Skies in Imagine 3
Click--> 226  MSG- 226  Subject: Skies in Imagine 3
Click--> 227  MSG- 237  Subject: Re: Skies in Imagine 3
Click--> 228  MSG- 236  Subject: Re: Skies in Imagine 3
Click--> 229  MSG- 240  Subject: Re: Skies in Imagine 3
Click--> 230  MSG- 246  Subject: Re: Skies in Imagine 3
Click--> 231  MSG- 241  Subject: Re: Skies in Imagine 3
Click--> 232  MSG- 232  Subject: Re: Skies in Imagine 3
Click--> 233  MSG- 142  Subject: Smoke Tutorial
Click--> 234  MSG- 266  Subject: Spline Editor
Click--> 235  MSG-  31  Subject: Spline editor
Click--> 236  MSG-  63  Subject: Re: Spline editor
Click--> 237  MSG-  65  Subject: Re: Spline editor
Click--> 238  MSG-  50  Subject: Re: Spline editor
Click--> 239  MSG-  46  Subject: Re: Spline editor
Click--> 240  MSG-  52  Subject: Re: Spline editor
Click--> 241  MSG- 273  Subject: States in a Hierarchy?
Click--> 242  MSG- 287  Subject: States in a Hierarchy?
Click--> 243  MSG- 294  Subject: Re: States in a Hierarchy?
Click--> 244  MSG- 295  Subject: Re: States in a Hierarchy?
Click--> 245  MSG- 194  Subject: Sway effect?
Click--> 246  MSG- 214  Subject: Re: Sway effect?
Click--> 247  MSG- 131  Subject: Tacking down brushes on morphing surfaces ..
Click--> 248  MSG- 134  Subject: Re: Tacking down brushes on morphing surfaces ..
Click--> 249  MSG- 182  Subject: Texture "Smear"
Click--> 250  MSG- 204  Subject: Re: Texture "Smear"
Click--> 251  MSG- 202  Subject: Re: Texture "Smear"
Click--> 252  MSG- 208  Subject: Re: Texture "Smear"
Click--> 253  MSG- 284  Subject: Re: Texture "Smear"
Click--> 254  MSG- 221  Subject: Re: Texture "Smear"
Click--> 255  MSG- 217  Subject: Re: Texture "Smear"
Click--> 256  MSG- 218  Subject: Re: Texture "Smear"
Click--> 257  MSG- 282  Subject: Re: Texture "Smear"
Click--> 258  MSG- 223  Subject: Re: Texture "Smear"
Click--> 259  MSG- 206  Subject: Re: Texture "Smear"
Click--> 260  MSG-   2  Subject: Texture Guide
Click--> 261  MSG- 297  Subject: Re: Texture smear
Click--> 262  MSG- 283  Subject: Re: Texture smear
Click--> 263  MSG- 129  Subject: Textures (was Re: IMAGINE PRO?)
```

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Click--> 264  MSG- 102   Subject: Textures used in an object
Click--> 265  MSG- 191   Subject: Re: Textures used in an object (fwd)
Click--> 266  MSG- 114   Subject: Re: Textures used in an object
Click--> 267  MSG- 107   Subject: Re: Textures used in an object
Click--> 268  MSG- 115   Subject: Re: Textures used in an object
Click--> 269  MSG- 177   Subject: Re: Textures used in an object
Click--> 270  MSG- 116   Subject: Re: Textures used in an object
Click--> 271  MSG- 184   Subject: Re: Textures used in an object
Click--> 272  MSG- 210   Subject: Textures, Scripts, Bugs and a Hello!
Click--> 273  MSG- 219   Subject: Re: Textures, Scripts, Bugs and a Hello!
Click--> 274  MSG- 174   Subject: Textures/States problem
Click--> 275  MSG- 168   Subject: Textures/States problem
Click--> 276  MSG- 179   Subject: Re: Textures/States problem
Click--> 277  MSG- 178   Subject: Re: Textures/States problem
Click--> 278  MSG- 181   Subject: Re: Textures/States problem
Click--> 279  MSG-  88   Subject: Thanks
Click--> 280  MSG- 192   Subject: TIF -> AVI?? MPEG???
Click--> 281  MSG- 196   Subject: Re: TIF -> AVI?? MPEG???
Click--> 282  MSG- 193   Subject: Re: TIF -> AVI?? MPEG???
Click--> 283  MSG- 121   Subject: Transputer stuff
Click--> 284  MSG- 132   Subject: Re: Transputer stuff
Click--> 285  MSG- 156   Subject: Re: Transputer stuff
Click--> 286  MSG- 187   Subject: Tree Makers, good and bad
Click--> 287  MSG-   8   Subject: Re: Trees-algorithmic objects
Click--> 288  MSG-  40   Subject: TTDDD & TDDD
Click--> 289  MSG-  48   Subject: Re: TTDDD & TDDD
Click--> 290  MSG-  51   Subject: Re: TTDDD & TDDD
Click--> 291  MSG-  69   Subject: Understanding Imagine 2.0
Click--> 292  MSG- 249   Subject: Re: Using MODEPRO
Click--> 293  MSG- 302   Subject: Re: UU me the demo
Click--> 294  MSG- 153   Subject: Uuencode
Click--> 295  MSG- 190   Subject: Re: Uuencode
Click--> 296  MSG- 258   Subject: Wanted: ALL info on Screen Size Hack
Click--> 297  MSG- 308   Subject: Re: Wanted: ALL info on Screen Size Hack
Click--> 298  MSG- 110   Subject: Warp transputer
Click--> 299  MSG- 112   Subject: Re: Warp transputer
Click--> 300  MSG- 135   Subject: Wha?
Click--> 301  MSG- 137   Subject: Re: Wha?
Click--> 302  MSG- 305   Subject: Where can fr be found ?
Click--> 303  MSG-  55   Subject: Where's Steve Worley ?
Click--> 304  MSG-  53   Subject: RE: Where's Steve Worley ?
Click--> 305  MSG- 268   Subject: Wierd object
Click--> 306  MSG- 274   Subject: Re: Wierd object
Click--> 307  MSG- 265   Subject: Wishlist & question
Click--> 308  MSG- 262   Subject: Wishlist & question
Click--> 309  MSG- 264   Subject: Re: Wishlist & question
Click--> 310  MSG- 291   Subject: Re: Your mail
```

1.4   MSG-1 Subject: Re: Silcon graphics

```
Subject: Re: Silcon graphics
Date:    Wednesday, 02 November 1994 08:49:49
From:    Daniel 'Mega' <MEGA@maracana.lci.ufrj.br>
```

Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
state of shock. "Bricky" Indy handles shaded graphics in realtime. In
Lightwave you put the objects in scene in perspective, in Indy you do
this with gouraud shaded models. I said Indy, the weakest SGI
computer. So I think this is a joke of someone.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

                        Thread   252
                -=> RETURN TO CONTENTS!<=-

1.5 MSG-2 Subject: Texture Guide

Subject: Texture Guide
Date: Wednesday, 02 November 1994 09:01:58
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Heres a list of some of the features that come with the IMTguide file we
created.

Main Features are:

- Automatic Conversion from Workbench or CLI
- Uses texture.txt and litetex.txt from 3.0 disks or placed in ram
- User definable paths for Guide, Pics, and Show program
- Buttons for all of the individual groups of textures and documentation
- Quick Reading Window, read any texture doc with a click of the mouse
- Quick Viewing Window, View any texture with a click of the mouse
- Sample pictures of all the new 3.0 textures
- Easy to use interface

Well, I suggest you go give it a try, I uploaded it last night to
wcarchive.cdrom.com and it should show up in a day or so on aminet/gfx/3d.

Just thought I should give you IMLeer's a bit more info on it than I did..
I'm also sorry that we could not produce this for you PC folks, but I
don't own one, So thats up to someone in the PC community to come up with
something simmilar.

=RRW=

1.6   MSG-3 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Wednesday, 02 November 1994 09:36:08
From: Ron Peterson <ron@vicorp.com>

>SGI having any interest in Amiga technology seems pretty far fetched to
>me. Why in the world would they want 680xx based system when they

They seem to be involved in building video servers for delivering
video to homes. Perhaps the Amiga chip set is the right level of
technology for handling some of the set top box workings. It's
well developed, debugged, and available. It would be much less
expensive to buy than to build from scratch.

   ron@vicorp.com

1.7   MSG-4 Subject: Digimax!

Subject: Digimax!
Date: Wednesday, 02 November 1994 09:56:38
From: Douglas Rudd <rudd@plk.af.mil>

It's here.....

I got home just in time to get the candy for the trick-or-treaters when
the door bell rings. It's this big, ugly trick-or-treater with a big box.
He gave me the box, I gave him a candy bar.

I'm reading the manual. More to follow.

BTW this is the third time I've tried to send this out. something is amiss
with the host at my end...

```
Doug Rudd
rudd@plk.af.mil
-------------------------------------------------------------------------------
The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."
-------------------------------------------------------------------------------
They will get my Amiga from me when they pry it from my cold, dead hands.
-------------------------------------------------------------------------------
```

```
                          Thread        18
                    -=> RETURN TO CONTENTS!<=-
```

1.8   MSG-5 Subject: Re: Newmode-Modepro etc

```
Subject: Re: Newmode-Modepro etc
Date:    Wednesday, 02 November 1994 10:16:35
From:    joec@ensoniq.com (Joe Cotellese)
```

```
  ---------------------------------------------------------------------------
```

```
>
>I must say that I am really disappointed after having fork out the money
for the 3.0 upgrade
>to be left with a program I have no pleasure to use anymore, because
Impulse supressed the no-lace option
>without replacing it with an appropriate WB 2.0 screen management.
>
>As this seem to be the case of several users, what about making Impulse do
something about it,
> and how to do it effectively?
>
>
I agree, even though I am a PC Imagine user I can run my video card at up to
1280x1024.  It would certainly be nice to open up the Imagine editors on
that screen on my 17" Sony Trinitron.  Oh well I can dream can I... Maybe
this will happen in Imagine 4.0 for Windows ;).

Joe Cotellese
```

```
                          Thread       247
                    -=> RETURN TO CONTENTS!<=-
```

1.9   MSG-6 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 10:48:34
From: Patrick Sauvageau <sauvp@citi.doc.ca>

There is my little landscape generator. The sources are included.
You are free to improve it.

This version run on a Amiga, need a lot of memory and a big processor to
create interesting landscape.

The output is NOT imagine TDDD, but the Textual TDDD. You will need the
TTDDD lib package to create Imagine useable object. Since I dont know is
this package exist on the PC, I did not include a PC executable. However,
it should compile directly on the PC. (The fist time it ran was on UNIX).

I forget to check my compiler setting for the Math processor usage. It may
not work without a 68882. If you find that anoying, I will post another
version.

The thing you may do with an fractal landscape is not limited to landscape:
I have created a donut object for a friend's project. To create the
chocolate toping, i use a primitive torus and a fractal landscape. I put
the landscape horizontally in the middle of the torus and "sliced" it. The
Upper torus object was then a perfect toping to be applied on another
torus.

begin 777 fractal.lha
M'J@M;&@U+;HJ```@20``6[%?'0``"$9R86,=,R===(,;YLL%]R6+4.DES%HM66Z+,_21R4M_?5Y>
M22$*L48J^>@:3U6H<;;0THX[(Z<[(FFFVZ<2)SO)3<2]([-EE0#:0(`V-<HPTAQ2/
M)P&%8$F77"SI99E[;;-03V;8Y:[(6:5\4K)QNNz25Y,82[;.,,FELM4`85A72G&&%
M(X>__OO__Ov0[WDVpvDEF[>[<Z[O=F=W?'[>[,wX7=\KOX4=W=K)'(VV1-?T$Q^39]M
M2*@[0B>>./K0??:%ES#L>7M>J_5?EV/Z3PT#9$GI113)I*5HL/]DE*DD==_=
M<%?)IK1L[IHS9.)@-G,GPPX11oll7UZ__J-/.F"'[W$IH;C3RF\RWWDT0O7
MM'M-KB\IL47SRRP)9%NNE,Y?__:*L;K]K')K4TT-/%4U00'"X/"x+[5D\]CU?8]51*
M:5#^U3=RV>XL[P%DM8&,-MH%%V7#6@5M':O0:":)).=1&;=.(G
MM1S/"CK<+`@0:[\I==%R,@_%K,^_&`3<P2?PU+<G\NN_7,3C00L*g.OAOs'?Olo
MM7U.2Do//ST;SA7XXN7DMUR=RI#[+5DY+S5+D*5RK<IXBFk]_3:LDV&V-A9WG
MQL]13"DIIO23J;EL[@DI'3Z<M-2'&OXv%'W8p>)%',]NG,<Oh'"J8#_%%$D
M4?XSZG'O:/@(1J^^^DT*D!MH);L5Z-F[J7PPS8N]2IV-G[GA;;6-L>[\&IN=9J
M9N9NhF_/'RD;>Nu^0KR_w(5)z$Y?W1.]J51=%1KXZET3UX\ENTTD3T%^1M"T8'4
M4*D]K\=K_.Y[,Nwk=*>9HMZL>)?/'T6"\E_1@0)&[&'^N/[PD8///B'R]VvHHV+
MMDK7171F4YA/!>2W=1=+XZ^-;>@OCR7]#N,>9@)OdWJ3;@Z-?&&8'vHP=&3R#PQY>
MMZ@LB]2T'_,5@0U\Bw*WFFL,&L
M@8WJB4G'O?RR);/?;?3#T%Pv(I{,&<3;BH_T><37HXT@&->GH?>B!L<Jv
MQCS(US75Z4'_.C*P/([\;EB62PS5U['T0Q`SS,'Ov],N][5Y?95-F_F86F85,0`
M^./N-%]']J,;:A:#!M003<=W+J'M:83S.X\DY]D]N8@L<2DS^Gb[/DI24I./]2-<<<'(@5T-N,^_-
M>>=I]#]-m_(_.[()LV%.Pw]SUw-G);WP{]RS{WS^S{SQ{Bg#~QEDWM>[ACS%

```
M%7L)9);'O153L.Z'EKZ,@>6C<_+>G1Y?H\Z$\B6V_>ARWR,#@'Y2ISS+7%1=
MXG>HL0*=F?!<2_1Q"3>8.'\>5GHNWE43X%1J=U'NB>/J)^TD7JEZ,;:Q5I>9
M<J43XI$Z%.%SVK%J^.U["0LHL+-],/H'IOARO+;WC3T;V[?3='OIPIU&^!)N
M^G2DYJ\E)\517+],^"9'*IF0AP7;G59XG:#B=RHXFJ7\Z2D/=M@S@8CD(XY)
MI*!:O3DU?_P4S^T]D76Y[;;(SC1P/R#(+@]-\XRB">1/S,MWF9OV6..VU6,G
MTXJVM3L#,AV\MXQPB8)/@UL]!B^\UK6$+5/5JLUT&4IY![]NF\SMM\M=YFDT^
M1/TGRUAH]Q\6C\S+\1C1Z?F_%H-.__7H/9]?0=R,'C!2ZY,OL#???'V;1G=KCW
M^*4XT!P!P@5$<ZS4L&==UDR$$55]5,V6^6EMYEL.R.3,[)^'/T![5/7\F)/Y/U
M92W2C>;""OT?;;;;;<1M29M>VZ]JT9M>J]M4<#4+4-<!%#@F-HY'W/4-3"W+W<1F[T<4-
M6;7MNMO:M&,Q&;7/O6+5!!=B!DK@:%E?1TP&N66!0^GFU_1X\@XGABJ\_OT2+I[
```

```
M[K\"_49XE'0<O]G$_'W/'\>1$E=.-L-H.P81/RI&A[I_)Y+'GA^'PKVW$<RC
MWS%>S]PG8)S2O"[BM*&BSW0V:ZNG*84@DZCSI'>RL8&.I/^Q00WT6"&]K"F%
M-+M(9']2'U,?6XYWVCL<9RG):Q0"63SQ5T<IT6L$=*'0K3P#O;KMQY^5KZQC
M!]I9$ZK1L?_7K"2@DE];('VEMQQ2E)]?4$OI!=NDDX6F<X=!]$ON%%?2?=X,[4R
MG8X);RM2CN7^,6-C+;;;CS<2K4=C],4,4:B6[GCMX@=EQT#!N$@=T^DIB+\G,8,^_U
MZQQCVE9%G;PBF[UF</7(KK$XXL/0[@$RRY?.4"PP'.Z^!7^XY!/),6[PY:5A5$_J
M1KL$B]]VFTS+N"($QNSY+!)$(H'((U2L+4USU!19:@NX?WGZ0>X?:%;;(W7B7A9
M856$$<Y<^H78?@@\0#_X82?.'L_<:D??[_4#9B#SCU]_MS:?!@A@?;$@;;AS@E&$&N
MLU:T\C:(=,='',,8*;\O)XPQR-QXNJX/WW'<#FZ@:$$$^\\''%@\G7G]@#@^"X3C#;@$^^6Q=;&<:<I>;1<,2^%<Z
MKE@\@X\YL@#DM@="CD;^PE%'#U%%@@#$?V%/#?X@(AE:%%F4'%#@#/@(@@]%4N\/@8$
M4X4%$Q0%%Z%'XW:$$#!&N1Y@N?A8(=]4@D4<[<[<';P#G@#V@O@'=[@D^W@
```

(page content consists of non-readable encoded/garbled text)

```
M\,9$3Z5<2AFW'O<%GN\P['E5E<.'1Z%!:ZPMTAH?8L!F:OO@O[2[4Y6BO'$/
M16&J?RDV+/H'NA%-H6?.*EJ5'FNY6$[LJXG<ER=4\_(\X0>IK@_@^><(/>>
M_"#\W!:!\S0?^H%4+3UV![+MD3P%$BO:82C@2-U<"-],=="UT$P/7:NS:?8@U
M!'#K\B-A=30,)GY.>F-!=W2Z^9=DQ=[4:O+BY6KXR)I>KIQI^:ZWTZ4^GZC>
M;TOC/J@,&,[7.AI\WO_T[6T%R[ZVQ5#$P(C9HABY-*/:KBNG?^>1RA/(ES1L5
MN6>EQV5*-0<T';^^0S#L\<#TY*[CW54+LY::Q?W@QK0:[]YBUNZ)R#U.,IT(
MB'[TW/']G@C'Y'OWC&#_2_9WND)I*OA!JG8Z;DN\+T!H=N*#;'3HVB]?M+"]
M[*(.G:-GF5S-)CJT[TZ(W"[[]4DQM3_^.N?>^J?7,5$@E$<UB[N8OOD%%$.
M)A5T3,,^.Z8:?:W!!<.\4@)8$$%$$WV66&@!!?P^^>M$^\:N99!B?^6O(G]>
MGY=1#.N$!7?\S^E\!8;^E:.@#!W>-!.T8S@$T%$#[?"(Q&.?*C?\\Y^$G?>?
M_9W 0M@#S@E>@<9E^++[_(][/]LQI;[[3A9I8!]
M(K_UVV4[.ZG@][Z$O[^I>N_ION>[B<.?[_[#ELQ*[YXJ)
M3AC?9INY;A4O=[9!?9X7[]^?[@<G*)P/[$!'<[P;[DF([;L[[
M5]>'[[C<[[IWU'[[.H[[[X>[;^[*<?[[FOG#[S[[[]>[
M>57[[[[[C"+$$??/@]?7@+ ?E//$AB,:-E/,FD:"@)'=.^*[[[
M]=F^[GU[^>,+[Q/=G[[@[J[[]U^[H+[[C/+[@X!'6H$?J(M[[<[
MG^PUDR[[]6-8-[J.F[J3[[J!@[^8]?4?-@@2]Q^PH[;]7_[
M%DA!(B!+L$W.>3[[TW?/[E!][C[R(]?[[[[[6%[[#?[[$[[M[
M5"=D]>G<:K[U[[9XF-+[[[[F[[[[K[[@[[$?[[[[[[[@[^[G[[[B[[[[
M@@GW_*[[[9IIK[[[!#[[[$[[[[IF[^[[.G[[[[[<@[[[[[[[[[[[[[[[[[[[[
```

```
MNU-W-O%(]Q_HV%QX-Y<6Z._Z^TC:?N8W=V)%71+2/IRIQC(DVXU&NTBGZR%0
M5^:5MVAE%K<QD3-*ZF&MT*=:1:3GF&1W)YMM:'7RV1U":,R!42:N81FHQ=QK
MGV^-M[T"CC,;>Z"?5X6&HYDN9F:0;N3$G#,V\3-L'1PF>,^KZX8Y=P=<'EJ(
M.'SRERGDQK\,`:4F@!^>2P8KD(G69G(ZC>,QPL]IO0D7HPQLABW]YU3E!;1L
M+_A]AEB_H%&&QL'LE)YOT/78>LW++[6UQSE4;!E_Q]FS3'VD.0,']:F^^CZZ8
MP;7H#[S!@O'-Y+^_CIXMP3;VPCBA3CX4G,.`TO(.=5$6(#;;J[#):'56Y;4HL
M7S'++;)-52I'4LUI@SKHXM#.NZ'7](+OU+8\CN1!->B+&&P&#1"]5L(Z"2HIB
M')MMH,Z]!,?3E&&KY=BYBBU^N!2;@OT8G@]XI#'FVDF)7X919=3,:/@HZ;4O)
M_BCSA$S5'Q,T7;%%T,GTP>^^J?$$3[<'41H$O'%.LMK0_(7\STQK.\4P]D]D<
M"M"!!@@"16PC=>;0^GS11VVR*/&%'^%%'VA1]-%'$%'UD4?4?%'\2*N%'%'HH_95N
M6CE%E&'S11%"*/VEC7ZHPD5L?&&%*<<;%^8<=J/#H#IV*^IU?PN>)_1@]]6&<)?VI;[
M';;,../LL<!L_N#</8!H>:!,L5!L>=U6L>)!!;42L_$FS63H!V>$#W%1Y;>$X
M;R=D-F4U'R!J:;X%LF|..C(L0;B5H].UT?D?0S>!@H@|||9|9|CHL'H
M@/E'-RC69".`~5^)Y$X3`E`A:],]`\.=?SCKG/DK&&@;:>=@)^5LSIX#(+\0^)\K
M;OOV@88&S_>K"GZ[YO'G>BM<U<_=**<4'[$:K8U[%CGE8]0'~(:'
M&/MU'$=;;)Q&&Z*++^YK)X'::![K]A====%<=[>/U-[!:N"N&%@].Y'+RM$
MM/KF/K$^Y$V_S,[D(SN"G$Q2'\^/TG3&\TO!)RN/SL.!FU1W_(6Q55XXUD9C
M')D"D%H.=^>;@+?C4F,EHX&'MC+7&%.%&EC'K"%WO%>@D(!!";@'!=B`V>L9#!
M?O-)|#MASQ!K9K8^=+%'LZO1|C9%L%!/%L=ETEX_/$R=]!!CK+[N18!\~~*X
MM*$_L"8O8ZO\'TJ/X_XE'`'(45EY8$8S[T<DDM?7QQ@Z4'H<H0MFDFQ+&4XX_
M":LM/99Y$$+\ALY:5/#GIN6%$K?D';84G'X#B@6X'2B$B%&X[+\QS^)_|[3!!
M/R,W,[H/3N+I.O@Y/F2,RXY&=[\]VXZ'#+2]?/U N{[...]
```

M\UUE%59J&R.04Y6:%2-T^81I9"!WS&@$C+'A8(@]ZW]C*ZPC*W1(._"Q4\M_
M<\COW!5E"T)S-)MA:(3'T1&V^2*HV1N\]?E%+%NE=8V:4R2%++C?B05_5YW.
M5NI5@J-^!*<D%D<TY0M'X'K]:E5#;I=.*&()5"'(0,#RAZ8YXH#!0!Z='C;\4
M'..".A":"N"*"*05(WJ0>QI0<E$)K[ZF)!;"&/H-$D(VA"'/R23R2B@@#MAP>7?W
MV4%BA%;C\7AF'AP(2!:LM#%]KE20R11)"*!I&8;;=Z(\RG/L4+>>V6'RN[[:D>62
M?80[XXX]2IK#`"'(P>W7M2M(V+]ZU&R2.KG.-H`.Z]KW4[U$::"*#I<."WH]G=>
MP(":HG..TJ\R#I"(+%.]GZYPHC]6J;#^N1L+]K]P<H&RG=H\:6LW#B&26Z&]
.MP?"-E"A":6L^0@4FJ,UOQ!E0+0;SB]U@5^$N%PC'*QPQ0@#OU=/K@
MHR@MR;!.!C@JJV![6C</^<B':PT,V[7>*+&+#
M*"EUME[@V;$H!/"E)[FJ%[-_J,:#5![("#Q^Z<?"B_>"M@@
MM;'@@P^]=J&XR.==;=?C?+'G3*:!VP<!0=%O[9Y<

```
M9*"50;4I%-R%4EX-Z'=4BREDIP]>AT]^A\'@I+0;L:7'J]'$RK]N?BUY^).?
M6)B9JP-K71.92-O-@90&%'';7O70TVV*#RUESZZS4F;GU3-FLKL&)G"A@;[9
M,/@.+?;H/@+'MM;$&Q:VPV(1FA<&GY@516*'H+8>]R*B2*F2>940=;R64;V0E
M+I-"[1:6P]KLOH[/4%/FW_7&RL;-M_$SC)_;^+(1QW+M]RW_YH4::S5]"9\X
M3/"!C837?&!)VQXGD3<6LFFKF+6&Q;7_YU4V4V@@'820!68MC'!X>)4??LBS9C
MR\$,`*,.*,@@/=217:LALm6=RUR>-CYW)7:V9:C]_`1S2?J->ZT#*#Z]L-`?N+4
M@,,M7%9]LJP__*U/XG!)H=W<YT(Sgix%*G_5B&MZW_745"YE[(`R&K&_?947?:'%*M9
M)][]9RK0^+/9U<1_VVN`!Oh&Z`-R@5WO7WGGA7.D?W?P?;V"TOA\.!<'+]71^
MY-"IL-5@BZI6/@7'`%KKO7?9/9KK5?7:P&KK`('7.V9#7[Y))3I".MZO-VH'E
MLLM9K2_]]V^_KXX7?>*+*M=64+*8W0SE$$$U3+Y;-G+8,;):D:#?=>K=?W??_WWL
M!O-*W5'U%32/)[R++)+M-->>>>>!+'LX+O/$#!)5'__M>+']$Y'(5+M>$!M%;M
MJ]]##+]>[]@#&%$>!>]$#%&]-B+?]]>>R@@M&M+>]:
MM:#B?]&J(C;C;@&H%]@C;B]@@@!/%ML[&%[M&!#[]!!$$$[]#T![%1*/]@@M]
MLGT".5\*6H'`$W($!S3Y?2C+H&\9'@A%2LB2%$B*@;@@@$JP%G]R@@@@@E9*$;8
M+!#:?]$V=E>WJ=>B=!=_++:!-[!B+;$;%]L$BL![[&&&C$I`@'@@$[#]'[&+B]
M(M,I*+'3-BBEILL.88>I:;&^@*=B"7I![!+%;[[][T![@`%9@['-H7!BB@!'*_
M>A[#.[SZ[]C/`\Oj!['+[@W&)Q$]!+#&!S[4j&H![$9Z^$][L['??N>+4
M8(,M^9]]LJP_C%F#?Z@A']j@Eo']@Z>!6$;'PZ>!6$+F@']]JZ]S.$[J'E@N]
M,B1,B,*]]]9RK^*'
```

`
end

<div style="text-align:center">

Thread   77
=> RETURN TO CONTENTS!<=-

</div>

1.10   MSG-7 Subject: Digimax!

```
Subject: Digimax!
Date:     Wednesday, 02 November 1994 11:18:19
From:     Douglas Rudd <rudd@plk.af.mil>
```

```
      -------------------------------------------------------------------------
```

It's here.....

I got home yesterday just in time to collect the candy for the trick-or-
treaters when the door bell rings and this big ugly trick-or-treater is
there with a big box. He gave me the box and I gave him a candy bar.

I am reading through the manual. More to follow.

Doug Rudd
rudd@plk.af.mil
```
-----------------------------------------------------------------------------
```
The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."
```
-----------------------------------------------------------------------------
```
They will get my Amiga from me when they pry it from my cold, dead hands.
```
-----------------------------------------------------------------------------
```

```
                          Thread          4
                       -=> RETURN TO CONTENTS!<=-
```

1.11   MSG-8 Subject: Re: Trees-algorithmic objects

Subject: Re: Trees-algorithmic objects
Date: Wednesday, 02 November 1994 11:35:29
From: Stephen Wilkinson <wilks@lbm.com>

```
      -------------------------------------------------------------------------
```

On Nov 1, 10:35am, Steven Cockrill wrote:
[snip]
> I've got a program called FR, anyone heard of it?
>
> It produces 3D snow flakes and tree variations in sculpt 3-D scene format
> for Amigas. I've converted a few trees using Pixel Pro and they look good
> (albeit without leaves). I'm _sure_ I got this from Aminet but I can't
> find it in the index. It was written in 1989 by Cathryn and Eric Graham.
[snip]

There was a program example in the Amiga Transactor (RIP) a _MILLION_
years ago that did what you describe. I'll see if I can find that issue
and see if it was "freely redistributable"...

Cheers,

--

Stephen

```
_____
Stephen Wilkinson       wilks@lbm.com        "Programming is like pinball. The
Sr. Software Engineer                         reward for doing it well is the
LB&M Associates                               opportunity to do it again."
_____
#define OPINION         (myown)
#define COMPANYOPINION (~myown)
```

       This message created using 87% recycled neuro-transmitters

                              Thread   40
                      -=> RETURN TO CONTENTS!<=-

1.12   MSG-9 Subject: Re: Amiga-PC connection

```
Subject: Re: Amiga-PC connection
Date:      Wednesday, 02 November 1994 11:43:54
From:      The_Doctor@nesbbx.rain.COM (Michel J. Brown)
```

```
In <Pine.3.89.9410281320.A22548-0100000@extro>,
Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU> writes:

>
> There is something like Parnet (or at least it uses the Parallel port) to
> connect between Amiga and PC. In fact you can also use it to connect 2
> Amigas or 2 PC's.
>
Well, the bridge board does basically the same thing, and very quickly, too!
>
> It is a commercial package (Cable + software) made by Legendary Design
> Technologies in Canada.
>
Do you have an address or phone number? That might help ;^)
>
> The cost is pretty good though (US$ 59.95) so I've just ordered one.
> The software on the PC runs through Windows, and on the Amiga - via WB.
>
Would it be compatible with a bridge board? ARead and AWrite are pretty
quick, but real time peer to peer networking is beter IMHO.
>
> If anyone is interested as to how well this works E-mail me in about 2
> weeks (after I get it and use it) and I'll let you know.
> The makers claim speeds faster than Parnet.
>
Why not send out a short review to comp.sys.amiga.reviews?
>
> I hope that it is. It'll make transferring files (especially images) from
> the PC to the Amiga much easier.
>
```

Well transferring files may be nice, but does this product also, like
parnet, allow for peer to peer networking (like Twin Express)?
Virtually yours,
Michel
>
> Nik.
>

Generic Sig -- enter your sig below

101010 -- The answer to life, the Universe, and *EVERYTHING*!

                              Thread   199
                        -=> RETURN TO CONTENTS!<=-

1.13   MSG-10 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 12:36:52
From: bennett@email.sp.paramax.com

On Thu, 27 Oct 1994, Joe Cotellese wrote:

> Help!
>
> I've banged my head against a wall long enough, I need some help. I created
> a chrome ball, (chrome attrs plus metals texture). When I place the object
> in my scene and ray-trace it everything works OK (i.e,. properly reflects
> its environment). When I try to place the ball inside of a glass tube, it
> no longer reflects anything!!. As an experiment, I placed the ball halfway
> inbetween the tube and the outside. When I raytraced it, I got reflections
> only on the half of the ball that is outside of the tube.
>
> What's going on. I'm sure that I am not the first person to try to trace a
> reflective object inside of glass? The tube by itself renders correctly
> (can see through it and has some reflective properties).
>
> This is very frustrating and if anyone has an answer I would appreciate it.
>
> Joe Cotellese
>
>

I believe you have discovered one of the famous "behind glass" raytrace
bugs that have ALWAYS plagued Imagine. You also cant get a glass
attribute inside a glass attribute object to render! There is NOTHING you

can do but try to fake the effect (i.e. wrap a brushmap around your
sphere to imitate the sourroundings- maybe a global brushmap would work?)

```
                        Thread        11
                  -=> RETURN TO CONTENTS!<=-
```

1.14   MSG-11 Subject: Sorry Could Not Find Subject!

```
Date:     Wednesday, 02 November 1994 12:43:22
From:     bennett@email.sp.paramax.com


    ------------------------------------------------------------------------


On Wed, 26 Oct 1994, Kent Marshall Worley wrote:

>
>
> On Tue, 25 Oct 1994, Stephane Payette wrote:
>
> > Hi. Since the past few weeks, i'm trying to record my anims to VTR's. I get
> > stuck with this problem: all my renderings are not bright enough. This is
> > probably because the brightness on my monitors are not at the right level.
> >
> > I've downloaded a colorBars-code from a BBS, but i dont know how to use it.
> >
> > Can someone tell me how to use Bar-codes to adjust the bright. & cont. of
> > monitors.
> >
> > Thanks!


You may also need to look into the VTR! Is the video gain high enough,
and what about the condition of your heads? Try your VTR with another T.V.


                        Thread       140
                  -=> RETURN TO CONTENTS!<=-
```

1.15   MSG-12 Subject: Sorry Could Not Find Subject!

```
Date:     Wednesday, 02 November 1994 13:40:41
From:     bennett@email.sp.paramax.com


    ------------------------------------------------------------------------
```

On Thu, 27 Oct 1994, Goeran Ehrsson wrote:

> I've been thinking and thinking and thinking, but I cannot
> come up with an idea of how to do a memory and speed efficient
> christmas tree that is detailed enough to look photo realistic.
> You see, xmas is here any day now and I cannot do a project that
> takes weeks to render (or weeks in the detail editor, adding
> 100000 needles) I have Imagine 2.0, Essence 1 and 2 but there's
> no xmas tree texture in any of them.   :-)
> My plan is to make one branch of a tube, then add needles made of
> triangles. I'll then copy and scale it to different sizes.
> Anyone got a better idea?
>
> - Goran
>
> --
> Email: goran@abalon.se (MIME compliant)
> WWW : http://www.abalon.se/~goran
> EARTH: Abalon AB, Box 11129, 16111 BROMMA, SWEDEN
> ---
>

Try forming just the large basic tree shape in the editor, then apply a
large, detailed brushmap as an altitude map. The map should be made to look
 like your needles, and you can play with the Y axis to deepen the
texture effect. Of course, you need a green color applied to your tree shape.

                         Thread   13
                    -=> RETURN TO CONTENTS!<=-

1.16   MSG-13 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 13:50:32
From: bennett@email.sp.paramax.com

On Fri, 28 Oct 1994, Darryl Lewis wrote:

> Ok, don't flame me, but I thought some of you might be interested in this.
>
> There is a strong rumour going around that Silcon Graphics is interested in
> buying the Amiga technology from the receivers.
>
> Just imagine, a high end affordable machine that could possible do realtime
> raytracing! Marry the amiga technology and silcon graphics technology and
> you could have a machine for the cost of a regular machine that would blow
> everything else away........
>
> Darryl
>

```
> -- Via DLG Pro v1.0
>
>
```

Wishful Thinking.

1.17   MSG-14 Subject: Sorry Could Not Find Subject!

```
Date:      Wednesday, 02 November 1994 14:05:56
From:      bennett@email.sp.paramax.com
```

On Fri, 28 Oct 1994, Benjamin Choi wrote:

```
>
>
>         I'm just a newbie here, but I have been with Imagine (and TS) for quit
e
> a while.
>         Along this whole time, (as TTDDD, IM-staging) "languages" and
> "programs" came out, I was hoping thatsome of the programmer/math proficient
> Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.
>         I think that it would be perfect to generate such things as realistic
> trees, landscapes, snowflakes?... Anything that could be accurately described
> mathematically, (fractals, splines...).
>         Any takers? Am I wrong? Any ideas?
>
>
> Ben C
> b2choi@artscourse.uwaterloo.ca
>
>
>
>
 All you would need is a Raptor and your object would render in well under
TWO YEARS!
```

1.18   MSG-15 Subject: ISL 3.0b2

```
Subject: ISL 3.0b2
Date:    Wednesday, 02 November 1994 15:19:25
From:    grieggs@netcom.com (John Grieggs)
```

Hi.

ISL 3.0b2 is now available for your testing pleasure. The changes are
entirely in the sample stages, so you don't really need this one unless
you were having problems with frames.c or ISL.doc.

     ftp.netcom.com:/pub/grieggs/isl3_0b2.lha

     ftp.netcom.com == 192.100.81.1

_john

                         Thread   20
                   -=> RETURN TO CONTENTS!<=-

1.19   MSG-16 Subject: Re: Reflective sphere in glass tube

```
Subject: Re: Reflective sphere in glass tube
Date:    Wednesday, 02 November 1994 17:41:11
From:    Rodney McNeel <rodman@infinity.ccsi.com>
```

Hi there. I saw this answered a few days ago, you must have missed it.
just copy your glass tube and scale it slightly smaller or larger so you
get a double-walled tube. I have used a global map and animated chrome
spheres going up the tube. They all reflected the global map correctly.
I hope this is what you were seeking.
                         rodman@infinity.ccsi.com

?To: imagine@email.sp.paramax.com

From: Mike McCool <mikemcoo@efn.org>

Subj: IMTguide

Date: Nov 03, 1994   09:59

Maybe this should be a private post, but hey, it's worth being out in the
open about this.

   If y'all are thinking of nabbing this item from Aminet--DON'T HESITATE!
It's FABULOUS.

   My hat's off to Randy Wall and his web-footed friend. And it's
cold today, so it takes a lot to get my hat off.

   And a special thanks, Randy, for inspiring me to finally get into
AmigaGuide. I've been lazy, up till now. You inspired me.

   Steven Lee was thoughtful to share his cool imagine texture pix
with us last summer--but Randy and the Duck have gone way out on this one.

                         Thread   300
                    -=> RETURN TO CONTENTS!<=-

1.20   MSG-17 Subject: File transfers

Subject: File transfers
Date: Wednesday, 02 November 1994 20:06:44
From: beardm@hoskyns.co.uk

Please don't all flame me for this one .... but it follows on nicely from a
previous posting...
do any of you NET experts know how to access FTP sites using email only...
?? i think my service provider only has e-mail access... file attachments
work ok so i was wondering if there is a method of requesting specific files
(well mainly imagine stuff i suppose) without having to find a new service
provider ??....
again sorry for a net specific posting to the IML!

Regards

                         Thread   290
                    -=> RETURN TO CONTENTS!<=-

1.21   MSG-18 Subject: Re: Digimax!

Subject: Re: Digimax!
Date: Thursday, 03 November 1994 03:35:32
From: Douglas Rudd <rudd@plk.af.mil>

>
> It's here.....
>
I had a problem with my server yesterday and couldn't seem to get any
messages out. Then all three messages show up today... Oh well.

I got to try it out last night. I am having some problems with it recording
actual points though the puck calibrates and reads coordinates okay.

This thing is interesting in its simplicity – don't get me wrong, I think
if I can master it, it will prove to be a real value. I can already see
certain interesting "qualities", though: Mounting a model will require some
forethought (the manual-talks about it, but not enough-is a "work in
progress" with plenty of info in some areas and not enough in others-I know
it will get better). Keeping track of subsequent rows of points may prove
challenging, drawing a grid on the model may help, we'll see. Now I'm at
work, so I can't play with it for a few hours.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                              Thread   79
                          -=> RETURN TO CONTENTS!<=-

1.22   MSG-19 Subject: IMTguide

Subject: IMTguide
Date: Thursday, 03 November 1994 09:59:19
From: Mike McCool <mikemcoo@efn.org>

Maybe this should be a private post, but hey, it's worth being out in the
open about this.

        If y'all are thinking of nabbing this item from Aminet--DON'T HESITATE!
It's FABULOUS.

      My hat's off to Randy Wall and his web-footed friend. And it's
cold today, so it takes a lot to get my hat off.

      And a special thanks, Randy, for inspiring me to finally get into
AmigaGuide. I've been lazy, up till now. You inspired me.

      Steven Lee was thoughtful to share his cool imagine texture pix
with us last summer--but Randy and the Duck have gone way out on this one.

                         Thread   238
                    -=> RETURN TO CONTENTS!<=-

1.23   MSG-20 Subject: Re: ISL 3.0b2

Subject: Re: ISL 3.0b2
Date: Thursday, 03 November 1994 11:19:43
From: joec@ensoniq.COM (Joe Cotellese)

>>
>> >Hi.
>> >
>> >ISL 3.0b2 is now available for your testing pleasure. The changes are
>> >entirely in the sample stages, so you don't really need this one unless
>> >you were having problems with frames.c or ISL.doc.
>> >
>> > ftp.netcom.com:/pub/grieggs/isl3_0b2.lha
>> >
>> > ftp.netcom.com == 192.100.81.1
>> >
>> Is this program available for the PC? If not, would you make the source
>> available for a possible conversion?
>>
>I'm working on a version for the PC. It's not a trivial port – ISL is a
>real compiler, using byacc and flex.
>
>The source will never leave my disk. :-) But be patient, a version should
>be available pretty soon.
>
>> Joe Cotellese
>>
>_john
>
Ok, no problem thanks!

Joe Cotellese

                         Thread   269
                    -=> RETURN TO CONTENTS!<=-

1.24   MSG-21 Subject: Error installing IMTguide

Subject: Error installing IMTguide
Date: Thursday, 03 November 1994 23:00:41
From: KEN_ROBERTSON@robelle.com

I downloaded the 1/2 meg-o-byte of IMTGuide from AMINET, extracted
the file to RAM: and executed the installer. I get the error:

    Reading ram:litetex.txt
    Uh oh. Syntax error on line number 392
    Invalid argument to function - Nebula Texture -
    call node ('Lights',strip(readln(x),'T','OO'x':'))

    Call 916 899-9811 (bbs) and report the error to Dirty Duck.

This probably didn't work as I've installed the upgrade to 3.1,
which had some changes to the light textures.

I deleted all of the lines from the Arex script that had to do with
litetex, un-lha'arced the file again, (but NOT writing over anything
that was already there) and did an RX IMTguide.rexx from the CLI.

This time everything worked fine...A really good job on the IMTguide,
and kudos to Randy R. Wall and Dirty Duck! Thanks!

Now that I can 'see' the textures (I use ViewTek as my show program)
things start to click into place.

And now for my request: How about an update to the guide for 3.1? :-)

\KenR

                            Thread   54
                      -=> RETURN TO CONTENTS!<=-

1.25   MSG-22 Subject: Re: Programming ideas

Subject: Re: Programming ideas
Date: Friday, 04 November 1994 00:52:01
From: Allen=Richard%sysadmin%eci@larry.cdsar.af.mil

Andrew,
      I'd really like to see a program that lets you create Imagine objects

using CSG. Some objects are so much easier to create just by merging,
cutting, differencing basic objects. Imagine's slice functions don't work
very well. they start with shapes as polygons, instead of using primitives
and converting to polygons as a final step.

Rich Allen
rico%sysadmin%eci@larry.cdsar.af.mil

I want my MtG

                              Thread   57
                       -=> RETURN TO CONTENTS!<=-

1.26   MSG-23 Subject: ISL - what is it?

Subject: ISL - what is it?
Date: Friday, 04 November 1994 09:18:43
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Hi, can someone explain what ISL is and why one would want to use it?

                              Thread   45
                       -=> RETURN TO CONTENTS!<=-

1.27   MSG-24 Subject: Sorry Could Not Find Subject!

Date: Friday, 04 November 1994 20:36:26
From: bennett@email.sp.paramax.com

On Tue, 1 Nov 1994, Daniel 'Mega' wrote:

> Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
> state of shock. "Bricky" Indy handles shaded graphics in realtime. In
> Lightwave you put the objects in scene in perspective, in Indy you do
> this with gouraud shaded models. I said Indy, the weakest SGI
> computer. So I think this is a joke of someone.
>
> Daniel Bueno Bracher
> Universidade Federal do Rio de Janeiro
> Internet E-mail: mega@lci.ufrj.br

>

If it is such a joke, why are so many projects rendered on Amigas by
professional outfits? Because Indies are EXPENSIVE. For the same price of
ONE INDY and WaveFront, You can set up a Large Amiga LightWave or Imagine
rendering farm, and produce your animation FASTER. Of course, the Raptor
is out, and the REAL joke is that SGI manufactures the RISC processors
that the Raptor uses to make quality 3D animations for far less than the
big SGI units, and SGI is bound by law to sell these chips to their own
competitors who have bought the license to use them!

                          Thread   14
                     -=> RETURN TO CONTENTS!<=-

1.28   MSG-25 Subject: DAKDUNGN obects.....

Subject: DAKDUNGN obects.....
Date: Friday, 04 November 1994 21:05:20
From: D.Asch@bton.ac.uk (asch)

Hi guys and Gals(maybe)

Just a brief not about the aformentioned objects......

I recently downloaded these objects from wustl and they are extremely good!

There is a little problem though, I have only found it in one at the moment
but it could be a bit of pain.. There is an embedded texture(wood) in the
lionshield object which uses the MS-Dos(spit!) directory notation '\' as
opposed to '/' that we all know and love!

I had to use a disk hex editor and change it as you cannot change it in
Imagine.

If I find any more I will change them and possibly re-post them to a Mirror
site.

Bye for now......

David A.

    +---+
    | All I want is to live long enough to see a 300 frame animation of |
    | 5 chrome spheres raytraced on my 600!! |
    | |
    +---+
    | LIVE LONG AND RENDER! |

```
     +-------------------------------------------------------------------+
```

1.29   MSG-26 Subject: Re: Best way to make...

```
Subject: Re: Best way to make...
Date:    Friday, 04 November 1994 21:21:47
From:    Charles Blaquiere <blaq@io.org>
```

```
     ----------------------------------------------------------------------
```

On Wed, 26 Oct 1994, Perry Lucas wrote:

> Okay, I have been working on a solar system animation...(nothing new
> really) I have about 4 planets in orbit around a "sun". My question is,
> what is the best way to make the "Sun"? I do not know if should put an
> extremely bright light source nearby and have it reflect off of it or to do
> something totally different. Any suggestions?
>
> Perry Lucas
> plucas@vt.edu
>
> p.s. I am trying to keep it to an orange color.
>
>

Create a sphere. Give it a yellow-white color. Make it Bright. Make it a
Light. Rename as Sun. Save. Simple. Dontcha love Imagine?

1.30   MSG-27 Subject: RRW's IMTguide

```
Subject: RRW's IMTguide
Date:    Friday, 04 November 1994 21:56:11
From:    Mike McCool <mikemcoo@efn.org>
```

```
     ----------------------------------------------------------------------
```

Got this beaut today, off aminet. Now, if I can just figure out how to

set it up . . . The texture pix are great,--but I guess I'm finding out how
little I know about AmigaGuide.

        Anyway, a thanks out here in the open, to Randy and his pals, for
sharing this with us.

                                Thread   84
                           -=> RETURN TO CONTENTS!<=-

1.31 MSG-28 Subject: Moving stars

Subject: Moving stars
Date: Friday, 04 November 1994 23:53:10
From: "COLIN..HANNAH" <9461815@arran.sms.edinburgh.ac.uk>

Ok, This has probably been covered hundreds of times,
but how does everyone else animate spacy scenes with
moving stars?

I currently use a number of flat planes, with repetitive
bump maps on them... but this seems pretty memory
intensive, and won't shadows be cast in reaytrace mode?

What is the star generation control like on 3.0/3..1
And can you get imagine generated stars to move with
cammera swings etc...

Colin Hannah.   Edinburgh Universty.

                                Thread   35
                           -=> RETURN TO CONTENTS!<=-

1.32 MSG-29 Subject: IMTGuide ..GET IT NOW!!!! GREAT work RRW/D.Duck

Subject: IMTGuide ..GET IT NOW!!!! GREAT work RRW/D.Duck
Date: Saturday, 05 November 1994 00:14:51
From: Foivos Kourendas <foivos@theseas.ntua.gr>

To all AMIGA Imagine freaks ,

Get the IMTGuide N O W !! . It's increadible!!! You CAN'T live
without it after you grab it .
C O N G R A T U L A T I O N S   to my friend Randy R.Wall and
his Arexx's feak great friend D.Duck ...

One suggestion . It's not so crucial but it would help the guide
itself (and me).
I would like to see quikcpreviews in GIF format which is more accurate.
Fringing of HAM isn't the best choice . 256 colors can of much better quality ev
en with less colours using a dithering method like Floyd-Steinbergs. Besides
the gif's can be viewd IN the amigaguide and IN the wb which is far more
cool usoing multiview . At last I think gigs take less disk space than iff's .
JUST a wish...

Yours sincerely ,

```
            _____
          /      '     _
    ,-/-, o \   _ _ (
    (_/    <___\/ (_)_)
```

Email:foivos@phgasos.ntua.gr

Thread   36
-=> RETURN TO CONTENTS!<=-

1.33   MSG-30 Subject: Re: Moving stars

Subject: Re: Moving stars
Date: Saturday, 05 November 1994 08:11:26
From: Ed Totman <etotman@gort.ucsd.edu>

> Ok, This has probably been covered hundreds of times,
> but how does everyone else animate spacy scenes with
> moving stars?
>
> I currently use a number of flat planes, with repetitive
> bump maps on them... but this seems pretty memory
> intensive, and won't shadows be cast in reaytrace mode?
>
> What is the star generation control like on 3.0/3..1
> And can you get imagine generated stars to move with
> cammera swings etc...
>
> Colin Hannah.   Edinburgh Universty.

3.1 star settings are the same as 3.0 but the stars now pan with the camera.

1.34   MSG-31 Subject: Spline editor

Subject: Spline editor
Date: Saturday, 05 November 1994 08:18:26
From: David Shaw <dshaw@ozspace.brisnet.org.au>

Hi everyone,

      Can anyone give me an idea of what the new 3D Spline editor is
like in 3.1? Is it as good as the Freeform one?

thanks
David Shaw

1.35   MSG-32 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Saturday, 05 November 1994 08:23:01
From: Ken Morton <kmorton@panix.com>

> > Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
> > state of shock. "Bricky" Indy handles shaded graphics in realtime. In
>
> If it is such a joke, why are so many projects rendered on Amigas by
> professional outfits? Because Indies are EXPENSIVE. For the same price of
> ONE INDY and WaveFront, You can set up a Large Amiga LightWave or Imagine
> rendering farm, and produce your animation FASTER. Of course, the Raptor

      Gee, why is it that so many projects are rendered on SGIs by pro
outfits? Maybe they should ditch them and get amigas instead. What's
that? C= is dead? Gee I thought that was last years news.

Anyway, with a amiga rendering farm you may be able to *render* a
project faster than using a SGI system of comparable price, but you won't
be able to *produce* it faster. The ability to have real-time feedback
whilst modeling/animating makes all the difference in the world. I think
you'll find that people spend as many man-hours actually producing a
animation than they do rendering. Upcoming GL software/hardware will bring
real-time or near-real time previewing to your basic desktop pc, which
should make things very interesting next year.
    Please don't compare LW or Imagine to Wavefront. That would be
too funny.

k

                      Thread   33
                 -=> RETURN TO CONTENTS!<=-

1.36   MSG-33 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Saturday, 05 November 1994 08:26:22
From: Douglas Rudd <rudd@plk.af.mil>

<Snip>
> > Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
> > state of shock. "Bricky" Indy handles shaded graphics in realtime. In
> > Lightwave you put the objects in scene in perspective, in Indy you do
> > this with gouraud shaded models. I said Indy, the weakest SGI
> > computer. So I think this is a joke of someone.
> >
> > Daniel Bueno Bracher
<Snip>
> If it is such a joke, why are so many projects rendered on Amigas by
> professional outfits? Because Indies are EXPENSIVE. For the same price of
> ONE INDY and WaveFront, You can set up a Large Amiga LightWave or Imagine
> rendering farm, and produce your animation FASTER. Of course, the Raptor
> is out, and the REAL joke is that SGI manufactures the RISC processors
> that the Raptor uses to make quality 3D animations for far less than the
> big SGI units, and SGI is bound by law to sell these chips to their own
> competitors who have bought the license to use them!
>
I believe the original message in this thread conjectured that SGI might
pick up the Amiga technology for their low end. The above points are both
valid, but the big concern is if SGI DID buy the Amiga, that we would end
up paying SGI prices for software. Nevermind paying $2k US for the CPU,
when each s/w package would cost between $7-25k. That would leave Amiga
users in the cold.

The SGI solution is more elegant and much more expenive. If I can save

money, I'll forego the elegance and play games to get the speed. Now with
that new 4600 accelerator for the pc (Shablam is the name), I can use my
486 to render and image process on my Amigas for less than half the cost
of a Raptor and never even consider the $GI.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                          Thread   228
                      -=> RETURN TO CONTENTS!<=-

1.37   MSG-34 Subject: Making a sun

Subject: Making a sun
Date: Saturday, 05 November 1994 08:26:56
From: Ed Totman <etotman@gort.ucsd.edu>

> > Okay, I have been working on a solar system animation...(nothing new
> > really) I have about 4 planets in orbit around a "sun". My question is,
> > what is the best way to make the "Sun"? I do not know if should put an
> > extremely bright light source nearby and have it reflect off of it or to do
> > something totally different. Any suggestions?
>
> Create a sphere. Give it a yellow-white color. Make it Bright. Make it a
> Light. Rename as Sun. Save. Simple. Dontcha love Imagine?
>
Also try this - make the sphere a fog object - fog length about 3 - and
add the ghost texture, default settings. You probably need to turn off
bright for this to work and add a black plane behind the sphere. Try
adjusting ghost texture 'fog length at T' to 2000-3000 to make the corona
more diffuse. Simple but looks cool.

                          Thread   175
                      -=> RETURN TO CONTENTS!<=-

1.38   MSG-35 Subject: RE: Moving stars

Subject: RE: Moving stars
Date: Saturday, 05 November 1994 09:23:15
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

   Interesting that this topic should come up again. It has been an on and
off topic on the IML for a couple of years at least.
   Well, maybe you might be interested (and maybe not!) but I have uploaded a
demo animation to the aminet called StarTrip.lha under gfx/anim which is a
first-person view of a flight through a 3D starfield. I am basically
following Steve Worley's suggestion in Understanding Imagine 2.0 to make the
effort to build a 3D star "universe". I still have some improvements to
make but I am almost there and the results are quite satisfying.
   There have been multiple alternate approaches suggested here, and I have
tried most of them, but they were not fully satisfactory for me. The only
thing that really works is a 3D starfield with thousands of star objects.
 Now, this may seem like it would result in long rendering times, but
surprisingly, it doesn't.
   So, if you are interested, maybe you will view my animation and I would be
glad to help anybody out with the details, although I don't pretend to have
all the answers! I am still tweaking and may even try to take a stab at the
doppler shift effect thingy and some other stuffs.

\|*****************<<<-ooOoo->>>***********************|/
  *   *
  * I have a terabyte appetite on a kilobyte budget!   *
  *   *
 << - Kwantum Kid, Inventor of the SCRAM,   >>
  *   Semi-Conscious Redundant Access Memory   *
  *   *
_ *****************<<<-xxXxx->>>***********************_
 /| |\

From: bennett

                         Thread   39
                    -=> RETURN TO CONTENTS!<=-

1.39   MSG-36 Subject: IMTguide Error Solution

Subject: IMTguide Error Solution
Date: Saturday, 05 November 1994 09:31:26
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

   The problem that Ken describes is not just for Imagine 3.1 - I have 3.0 and
experienced the same result.

   The root cause is that apparently on the install disks that Randy has the
litetex.txt file is on DISK1 in unencoded form: on my set of disks it is part
of the im30_3.lzh file on DISK3:.

   All you need to do to fix it is to extract the litetex.txt file to ram:
yourself, since the rexx script doesn't attempt to copy it from DISK1: if it is
already in ram:

   I was able to then run the script with no errors. I haven't had a chance to
dig into the guide deeply yet, but what I've seen looks great!

Rob
+---+
| Rob Hounsell   Internet: HOUNSELL@BNR.CA |
| Team Leader: UNIX   PHONE: (613) 765-2904 |
| DMS System Performance Development   ESN: 395-2904 |
| Dept. 7D23   Bell Northern Research |
+---+

---forwarded message---->

Thu Nov 3 20:52:00 1994

I downloaded the 1/2 meg-o-byte of IMTGuide from AMINET, extracted
the file to RAM: and executed the installer. I get the error:

    Reading ram:litetex.txt
    Uh oh. Syntax error on line number 392
    Invalid argument to function - Nebula Texture -
    call node ('Lights',strip(readln(x),'T','0O'x':'))

    Call 916 899-9811 (bbs) and report the error to Dirty Duck.

This probably didn't work as I've installed the upgrade to 3.1,
which had some changes to the light textures.

I deleted all of the lines from the Arex script that had to do with
litetex, un-lha'arced the file again, (but NOT writing over anything
that was already there) and did an RX IMTguide.rexx from the CLI.

This time everything worked fine...A really good job on the IMTguide,
and kudos to Randy R. Wall and Dirty Duck! Thanks!

Now that I can 'see' the textures (I use ViewTek as my show program)
things start to click into place.

And now for my request: How about an update to the guide for 3.1? :-)

1.40   MSG-37 Subject: Re: Electrical Arc

Subject: Re: Electrical Arc
Date: Saturday, 05 November 1994 10:00:13
From: David Shaw <dshaw@ozspace.brisnet.org.au>

Hi Paul / Everyone :)

> I had a quick play with the new animatable 'Electric' texture that came
> with 3.1, this maybe what you're looking for. I only had time to do a quick
> animation using the default atts applied to a simple plane object, but i was
> very impressed. It resulted in a random pattern of electrical arcs that
> move around the surface of the object. The object can be totally filtered
> so only the arcs show giving the effect of arcing in mid-air.

        Well I should be able to upgrade finally so I'll probably
postpone this project until then. These new textures sound pretty good.

        On another note regarding textures....If I set an object to be
fully transparent (255,255,255) and then add a texture like DanceSpark
for eg. does this add the colour on topof the filter settings or does it
re-adjust the filter settings? (excuse the bad formatting of this, but I
am not that up on texture maths etc.)

see ya
David Shaw

1.41   MSG-38 Subject: Re: ICOONS

Subject: Re: ICOONS
Date: Saturday, 05 November 1994 11:05:12
From: Patrick Sauvageau <sauvp@citi.doc.ca>

In <Pine.3.89.1.2.9411030922.A24337-0100000@zeus.datasrv.co.il>, Ayalon
Hermony wrote:

>Would you be kind plaese, and tell me nad/or the IML groupe where the
>above prog is availble?
>
>Thanks in advance.
>
>Ayalon M. Hermony   Internet: ila2024@datasrv.co.il

I am sory, i have just seen that i did not give the coordinate of the
ICOONS program in my original post.

it is on Aminet:

gfx/3d/ICoons1.0.lzh   373K Spline based object modeller
gfx/3d/ICoons_Nofp.lzh 172K Spline based object modeller (no 68881)

There is two version of the prog: one to be used with a math co and one
without. If i remember correctly, the second archive do NOT include the
complete documentation, so you must get the first archive. The sources are
included in the first archive. If you have a math processor, you dont need
the second archive.

You will need the TTDDD lib package, because ICOONS generate only TTDDD
(and Animation Jorneyman) object. It canot load any imagine or TTDDD
object, but it load and save it's own format.

This program is verry usefull to create organic or any curved shape. It's
interface is one of the most pleaseant to use i have seen. It is simple,
fast and intuitive. I like it verry much.

There is another spline based modeler called Free Form on aminet. The first
version crashed all the time on my 4000/30. I have just downloaded the last
version and i will make a report as soon as i will have the time to play
with it.

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

                              Thread   250
                          -=> RETURN TO CONTENTS!<=-

1.42   MSG-39 Subject: Re: Moving stars

Subject: Re: Moving stars
Date: Saturday, 05 November 1994 11:12:39
From: Mike McCool <mikemcoo@efn.org>

Hey Colin,

        If you have, or are soon upgrading to, 3.1, ignore this post.
But of all--and there were lots--the suggestions for starfields, only one
was quick, easy, and memory-friendly.

        A very generous IML'er shared with us a star pic he'd generated
with Distant Suns. He suggested we map this pic onto a bright sphere, or a
hemisphere. I tried it. I ended up with a perfect stardome, with dead
accurate stars that pan with the camera.

        The object, xpk'd, is 3k, and the star pic is 1.7k.

                          Thread   30
                    -=> RETURN TO CONTENTS!<=-

1.43   MSG-40 Subject: TTDDD & TDDD

Subject: TTDDD & TDDD
Date: Saturday, 05 November 1994 11:13:32
From: Andrew Conway <conway@astro.gla.ac.uk>

Can anyone point me in the direction of a FAQ or other such docs that
explain how to create and manipulate TDDDs and TTDDDs?
thanks
Andrew

                          Thread   48
                    -=> RETURN TO CONTENTS!<=-

1.44   MSG-41 Subject: Paging Dr. Imagine...

Subject: Paging Dr. Imagine...
Date: Saturday, 05 November 1994 16:38:02
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

Could the person who wrote that tutorial for creating smoke particles
please contact me via. private e-mail?

Also, does anyone have the address of that 3D Artist magazine? A contact

there?

Many Thanks!
Paul

-- Via DLG Pro v1.0

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul              Fine Lines Publications              |
* Thompson      CGI   Animations   Multimedia            *
|               Shinobi@ckbbs.tor.hookup.net             |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
```

Thread   165
-=> RETURN TO CONTENTS!<=-

1.45   MSG-42 Subject: Re: <none>

Subject: Re: <none>
Date: Saturday, 05 November 1994 16:38:45
From: flynn@scala.ping.dk (Finn Kettner)

In a message of 02 Nov 94 at 05:20:56 Patrick Sauvageau wrote to Benjamin Choi
about <none>:

 IRe> There is a 3D tree generator on one of the (old) Fred fish disk. The
 IRe> branches looks realistics, but the leaves ares too big. Perhaps they
 IRe> can be replaced by some kind of green fog object. I dont have here my
 IRe> fred fish catalog, but if somebody get the prog, please upload it to
 IRe> Aminet. If a remember, the only output of the prog is a Sculpt object.

Well, I found it with the KingFisher database and it's on FFdisk 586, which
should also be on Aminet either now or soon, as the Aminet admin is in the
phase of adding all the FFDisks to Aminet.

The program is called Tree4D.

Yours faithfully.
Finn Kettner.

END OF LINE
--
Fribert Consult, Chief of development
Finn Kettner, (Home address), Ved Bellahoej 17A 3 tv., DK-2700 BRH, Denmark
Home (VOICE only) (+45) 31 28 83 55   Fido-Net: 2:236/19.13
E-Mail: flynn@scala.ping.dk   AmigaNet: 39:141/104.13
-- Via Xenolink 1.90 / XenolinkUUCP 1.0

```
                          Thread        43
                     -=> RETURN TO CONTENTS!<=-
```

1.46   MSG-43 Subject: A few questions about Imagine...

```
Subject: A few questions about Imagine...
Date:     Saturday, 05 November 1994 16:50:56
From:     Shane Davison <daviso@cs.uregina.ca>
```

```
       --------------------------------------------------------------------
```

Hi all !

This is my first post here but I hope to become a regular contributor.
I have Imagine 3.1 for my Amiga and my IBM-PC clone.

Today, I have a few questions for everyone:

1. What's the official ftp site and directory ?

2. Does texture morphing work yet ? How ? (I tried but got pop-morphing)

3. What is the cheapest/best way to dump video to a VCR from an IBM-PC ?

4. Here's a question to test your memory(s):
Does anyone remember those 2 pictures that came with _Terrain_ (on the Amiga) ?
One was a close-up picture of ice-cubes in a glass and the other was of a
trumpet lying ontop of sheets of music. They were/are incredible !!! ...
given the fact that I was viewing them about 4 years ago on a basic Amiga 500.
Is that quality accessible to mere mortals :) ? If anyone has done/seen
anything else _that_ photorealistic, please let me know.

I know that's a handful of questions but isn't that what this mailing list
is for ? (sorry... you don't have to answer _that_ one :)

If any of these are answered in the FAQ, don't waste your time (or bandwidth)
responding to them. I am currently in the process of getting the FAQ(s).

Thanks,

Shane Davison
daviso@cs.uregina.ca

P.S. I have tried a few times but I'm still not a member of this list yet

so PLEASE send email to me directly or at least cc me when you post to the list.

P.P.S. I'm not sure what's been happening recently on the IML but in some
of the archives I read, there were many comments/complaints about Impulse's
inability to meet suggested deadlines. If you really want to hear someone
complain about a software company delaying a product, just ask a Caligary
trueSpace user if s/he's waited long for the promised free CD-ROM. If you
are a trueSpace user, you know what I mean :).

                        Thread   286
                   -=> RETURN TO CONTENTS!<=-

1.47   MSG-44 Subject: IMTGuide

Subject: IMTGuide
Date: Saturday, 05 November 1994 17:59:54
From: Eric Smith <smithe@math.enmu.edu>

     I read a message about the IMTGuide. What is it and
where is it?

                        Thread   29
                   -=> RETURN TO CONTENTS!<=-

1.48   MSG-45 Subject: Re: ISL - what is it?

Subject: Re: ISL - what is it?
Date: Saturday, 05 November 1994 18:58:44
From: grieggs@netcom.com (John Grieggs)

>
> Hi, can someone explain what ISL is and why one would want to use it?
>
Hi.

ISL is the Imagine Staging Language. It is a language which fully describes
the contents of Imagine 'staging' files. 'staging' files are what are
created by the Action editor when you create a project. They are normally

in a very non-intuitive binary form.

ISL lets you convert them to an easy-to-grok ASCII format. It also lets
you convert from this ASCII format back into staging format.

It's most useful to people who are really into Imagine. Some uses, off
the top of my head:

        Precise object positioning
        Algorithmic stage generation
        Project moving
        Mass changes

Basically, it's easier to work with staging files in ASCII. If you've ever
had to modify 50 or 100 objects at a time, you've probably built up enough
frustration to be a candidate for ISL.

Much more information is available in the documentation in the package...

_john (author of ISL)

                        Thread   15
                    -=> RETURN TO CONTENTS!<=-

1.49   MSG-46 Subject: Re: Spline editor

Subject: Re: Spline editor
Date: Saturday, 05 November 1994 19:21:23
From: Kent Marshall Worley <mumu@america.net>

   The main improvement to the spline editor for me is the ability to load
a backdrop picture and trace thic picture using splines. It is great for
creating logos. The spline editor is only a 2d work surface then you are
given som extrusion options when converting to Imagine objects. I am knew
to splines and finding the less knots you have the better. I would like
to see spline implemented in the detail editor.
   Kent Worley

                        Thread   52
                    -=> RETURN TO CONTENTS!<=-

1.50   MSG-47 Subject: Phaser Effect?

Subject: Phaser Effect?
Date: Saturday, 05 November 1994 22:44:32

From: macd_ci0@computer-science.paisley.ac.uk (Rory Macdonald)

Someone must have the answer to simulating a phaser blast from the Enterprise.
My firtst thoughts were a cylinder set as a light source but the effect was
not very impressive (maybe it was my choice of attributes). I appologise if
this is an obvious and repetitive question but your help would be appreciated.
Cheers

                              Thread   22
                       -=> RETURN TO CONTENTS!<=-

1.51   MSG-48 Subject: Re: TTDDD & TDDD

Subject: Re: TTDDD & TDDD
Date: Sunday, 06 November 1994 05:59:29
From: Mike McCool <mikemcoo@efn.org>

Hey Andrew,

        The file you need is down at pub/aminet, in the gfx/3d section.
I think it's called T3d, something obvious like that. I just downloaded
it, to help me with that neat fractal landscape maker some French IML'er
was courteous enough to share with me last week.

        His program yielded an asci TDDDD file, which I then used the
above program to convert to a TDDD file.

                              Thread   51
                       -=> RETURN TO CONTENTS!<=-

1.52   MSG-49 Subject: Re: <none>

Subject: Re: <none>
Date: Sunday, 06 November 1994 06:38:34
From: Mike McCool <mikemcoo@efn.org>

Hey Finn,

        Thanks, sir, for sharing that tip about FFdisk 586. I thought I
had the fractal tree generator everyone's been talking about. But the
version I have is called 'fr.' Sounds like you've found another one in
'Tree4d.'

                              Thread   42
                        -=> RETURN TO CONTENTS!<=-

1.53   MSG-50 Subject: Re: Spline editor

Subject: Re: Spline editor
Date: Sunday, 06 November 1994 11:00:41
From: jgoldman@acs.bu.edu

>
>   The main improvement to the spline editor for me is the ability to load
> a backdrop picture and trace thic picture using splines. It is great for
> creating logos. The spline editor is only a 2d work surface then you are
> given som extrusion options when converting to Imagine objects. I am knew
> to splines and finding the less knots you have the better. I would like
> to see spline implemented in the detail editor.

        I'll second spline support in Detail! Actually, I'd love it in
Forms. A please give us splines in Forms...

        It seems, to me though, that the MORE knots you have the
better. Bevels work a lot better with lots of evenly spaced knots. I tried
beveling an outline with the basic number of knots needed for the shape (e.g 3
knots for a 'hazard' sign). My bevels were all off. In some places (nearer
knots) the bevel was fine, but along large curves, in the middle, where there
are no knots, the bevel almost disappeared. This happened with all manner of
axis sizes (number of poygon subdivisions). The only thing that helped was to
subdivide the actual spline outline itself. Thankfully, this cleared
everything up.
        So, if anyone's bevels seem to be off (strange) try subdividing your
the splines to create more knots. Chances are, it'll clear things up...

        And, could we please drop the Amiga vs. SGI thing? It's getting pretty
ludicrous...

                                                        J.---->

E-Mail: jgoldman@acs.bu.edu

                              Thread   46

                            -=> RETURN TO CONTENTS!<=-

1.54   MSG-51 Subject: Re: TTDDD & TDDD

Subject: Re: TTDDD & TDDD
Date: Sunday, 06 November 1994 13:00:53
From: joec@ensoniq.com (Joe Cotellese)

>Can anyone point me in the direction of a FAQ or other such docs that
>explain how to create and manipulate TDDDs and TTDDDs?
>thanks
>Andrew
>
I believe you can find both things on AMINet. TTDDD is Glenn Lewis's very
cool utility to convert text base object descriptions into Imagine objects.
TDDD is Imagine's object format which is now documented and free for public
use. Hope that helps.

Joe Cotellese

                          Thread   69
                     -=> RETURN TO CONTENTS!<=-

1.55   MSG-52 Subject: Re: Spline editor

Subject: Re: Spline editor
Date: Sunday, 06 November 1994 13:09:43
From: David Shaw <dshaw@ozspace.brisnet.org.au>

HI Kent,

>   The main improvement to the spline editor for me is the ability to load
> a backdrop picture and trace thic picture using splines. It is great for
> creating logos. The spline editor is only a 2d work surface then you are
> given som extrusion options when converting to Imagine objects. I am knew
> to splines and finding the less knots you have the better. I would like
> to see spline implemented in the detail editor.
>   Kent Worley

     I was under the impression that the 3.1 spline editor was similar
to that of Freeform or Icoons ie. fully 3D. When I called Impulse a few
months ago I was told that it would be.

```
    Bummer .:(
```

see ya
David Shaw

1.56   MSG-53 Subject: RE: Where's Steve Worley ?

```
Subject: RE: Where's Steve Worley ?
Date:    Sunday, 06 November 1994 13:34:00
From:    Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>
```

```
    --------------------------------------------------------------------------
```

```
  Check out the December issue of Amiga World...an article on some Imagine
3.0 techniques by STEVE WORLEY!!!
    On another note, why is the IML originating from "bennett" now?
 ----------
From: bennett
```

1.57   MSG-54 Subject: Errors

```
Subject: Errors
Date:    Sunday, 06 November 1994 14:26:43
From:    Kent Marshall Worley <mumu@america.net>
```

```
    --------------------------------------------------------------------------
```

```
 Have you ever done something in imagine that will bring up an error
requestor for each object or even worse each edge of an object. Impulse
needs to put a cancel option into thes requesters so you do not have to
reboot or click ok all day.
 Kent worley
```

1.58   MSG-55 Subject: Where's Steve Worley ?

```
Subject: Where's Steve Worley ?
Date:     Sunday, 06 November 1994 15:43:31
From:     Shane Davison <daviso@cs.uregina.ca>
```

```
   ----------------------------------------------------------------------
```

```
Hi all !

I've been trying for ages to get a hold of Steve Worley but
have not yet suceeded.  I have tried his old e-mail addresses
and his new ones.  However, I'm sure there are others who can
help me with this question:  Does Steve have a new book for
_Understanding Imagine 3.x_ ?  If not, will he ?  If so,
how can I get it ?

I've read many positive comments about his book for version 2.0.
And the first 25 (so far :) archives of the IML have been extremely
helpful.  Thanks to everyone who contributed !!

But I'm in desperate need of a Worley book for version 3.x.
The manual is a few hundred pages shorter than it should be.
Boy am I glad I went from Turbo Silver straight to Im 3.0.
It sounds like some of the previous versions of the manual
were quite painful to read :).  It sure helps having a good index.

Thanks in advance,

Shane Davison
daviso@cs.uregina.ca


P.S.  Still not getting the list so PLEASE e-mail me directly.
```

```
                            Thread            53
                      -=> RETURN TO CONTENTS!<=-
```

1.59   MSG-56 Subject: Need Texture.TXT

```
Subject: Need Texture.TXT
Date:     Sunday, 06 November 1994 16:11:30
From:     "Andrew P. Vogel" <vogelap@ucunix.san.uc.EDU>
```

```
   ----------------------------------------------------------------------
```

```
Hi everyone... I'm trying to use IMTguide, but I've changed the format of
```

my Texture.TXT file and don't have the original around anymore.

Can someone please mail me the original Texture.TXT?

Thanks!

```
==========================================================================
Drew Vogel: Admissions Officer at University of Cincinnati Undergraduate
Admissions (call 800-827-8728), SysOp of The Cafe' BBS (513-232-4895)
FidoNet 1:108/245, Actor, director, Amiga fan, Imagine 3.0/LW 3.5 user,
vice-president of Ohio Valley Amiga Users' Group, documentation author,
single guy, and much, much more!        "The only way OUT is THROUGH."
```

1.60   MSG-57 Subject: Proper preset for Toaster???

```
Subject: Proper preset for Toaster???
Date:    Sunday, 06 November 1994 17:00:33
From:    "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>
```

Hi
I need to render some images to be output through a toaster.
(yes, using Imagine, not LightWave)
Does anyone know the proper resolution and aspect ratio for this??

Thanks for any help
Scott Krehbiel

1.61   MSG-58 Subject: Re: Errors

```
Subject: Re: Errors
Date:    Sunday, 06 November 1994 17:13:34
From:    Bush Doktor <sppcarso@ultrix.uor.edu>
```

On Sun, 6 Nov 1994, Kent Marshall Worley wrote:

> Have you ever done something in imagine that will bring up an error
> requestor for each object or even worse each edge of an object. Impulse
> needs to put a cancel option into thes requesters so you do not have to
> reboot or click ok all day.

     Seems like I've gotten alot of these lately also. I, too, wish
there was a way to cancel out when this happens!

BUSH DOKTOR sppcarso@ultrix.uor.edu

                             Thread   61
                        -=> RETURN TO CONTENTS!<=-

1.62   MSG-59 Subject: E-Z Sun

Subject: E-Z Sun
Date: Sunday, 06 November 1994 17:57:00
From: KEN_ROBERTSON@robelle.COM

All this chit-chat about generating suns made me want to try it out, too.
I got a great-looking sun (albeit not as nice as the one with the
solar flares and sunspots that is on Aminet in gfx/3d, I think)
by doing:

   Add a sphere primitive, default values
   Set the colour to 255,255,0
   Set the Fog Length to 10
   Make it a light, intensity 655,655,255, point source, diminishing
      intensity
   Add the Ghost Texture (Imagine 3.0 supplied) with default values.

The fog/ghost combination made a fairly nice corona.
\KenR

If doing everything in Imagine were easy, then we'd all have all of
the answers. Naahh - it's more fun this way.

                             Thread   37
                        -=> RETURN TO CONTENTS!<=-

1.63   MSG-60 Subject: Re: Proper preset for Toaster???

Subject: Re: Proper preset for Toaster???
Date: Sunday, 06 November 1994 19:11:03
From: Lycaeon <wolfkind@gate.net>

```
    --------------------------------------------------------------------------
```

Aspect Ratio for Medium Resolution on a Video Toaster (standard NTSC
resolution)
is 752 x 480 pixel aspect ratio is .859

hope that helps.

```
_____
```
wolfkind@gate.net   'Exist to Live, Never Live to Exist'
```
_____
```

```
                            Thread          62
                       -=> RETURN TO CONTENTS!<=-
```

1.64 MSG-61 Subject: Re: Errors

Subject: Re: Errors
Date: Sunday, 06 November 1994 21:37:15
From: joec@ensoniq.com (Joe Cotellese)

```
    --------------------------------------------------------------------------
```

> Have you ever done something in imagine that will bring up an error
>requestor for each object or even worse each edge of an object. Impulse
>needs to put a cancel option into thes requesters so you do not have to
>reboot or click ok all day.
> Kent worley
>
Noooooooooooo Kidding :-| That has to be the dumbest UI design thing I have
ever seen. It seems as if it was either A) a debug message left in there
for themselves B) Something that was tacked on as an afterthought.

I really like Imagine but things like that really make me nuts.

Joe Cotellese

```
                            Thread          72
                       -=> RETURN TO CONTENTS!<=-
```

1.65 MSG-62 Subject: Re: Proper preset for Toaster???

```
    --------------------------------------------------------------------------
```

Subject: Re: Proper preset for Toaster???
Date: Sunday, 06 November 1994 23:08:08
From: Kent Marshall Worley <mumu@america.net>

On Sun, 6 Nov 1994, Mr. Scott Krehbiel; ACS (PC) wrote:

>
> Hi
> I need to render some images to be output through a toaster.
> (yes, using Imagine, not LightWave)
> Does anyone know the proper resolution and aspect ratio for this??
>
> Thanks for any help
> Scott Krehbiel
>
 I use X=768 Y=482 which is the firecracker setting. This will be
extreme overscan ntsc so you will not see a boarder if used in the video
toaster. The default DCTV setting will work as well. The toaster
framestore size is 752x480.
    Kent Worley

                        Thread   66
                    -=> RETURN TO CONTENTS!<=-

1.66   MSG-63 Subject: Re: Spline editor

Subject: Re: Spline editor
Date: Sunday, 06 November 1994 23:08:40
From: Kent Marshall Worley <mumu@america.net>

On Sun, 6 Nov 1994, David Shaw wrote:

>
>   I was under the impression that the 3.1 spline editor was similar
> to that of Freeform or Icoons ie. fully 3D. When I called Impulse a few
> months ago I was told that it would be.
>
>   Bummer .:(
>
> see ya
> David Shaw

>
 As far as I can tell it is still a cookie cutter type editor. If You try
and edit in the front window then extrude you get errors. There needs to
be a way to create mesh spline objects.
   Kent

                         Thread   65
                    -=> RETURN TO CONTENTS!<=-

1.67   MSG-64 Subject: Anim mapping

Subject: Anim mapping
Date: Sunday, 06 November 1994 23:36:21
From: Kent Marshall Worley <mumu@america.NET>

 Well I tried the new 3.1 feature and did not get very far. I applied a
dpaint anim to an object and got an error message when I rendered. I have
not tried a flc file yet. What kind of anim format is impulse looking
for. This was an anim I created with A sqaured LIVE digitizer years ago.
I thought it would be simple NOT!
   Kent Worley

                         Thread   152
                    -=> RETURN TO CONTENTS!<=-

1.68   MSG-65 Subject: Re: Spline editor

Subject: Re: Spline editor
Date: Monday, 07 November 1994 00:09:20
From: Kent Marshall Worley <mumu@america.net>

>
>   It seems, to me though, that the MORE knots you have the
> better. Bevels work a lot better with lots of evenly spaced knots. I tried
> beveling an outline with the basic number of knots needed for the shape (e.g 3

> knots for a 'hazard' sign). My bevels were all off. In some places (nearer
> knots) the bevel was fine, but along large curves, in the middle, where there
> are no knots, the bevel almost disappeared. This happened with all manner of
> axis sizes (number of poygon subdivisions). The only thing that helped was to
> subdivide the actual spline outline itself. Thankfully, this cleared

```
> everything up.
>      So, if anyone's bevels seem to be off (strange) try subdividing your
> the splines to create more knots. Chances are, it'll clear things up...
>
>                                                          J.---->
>
> E-Mail: jgoldman@acs.bu.edu
>
 I will have to try the bevel thing. I started off with more knots and
deleted some to get the curves I wanted. The extra knots made the object
bumpy.
```

<div align="center">
Thread   50
-=> RETURN TO CONTENTS!<=-
</div>

1.69   MSG-66 Subject: Re: Proper preset for Toaster???

```
Subject: Re: Proper preset for Toaster???
Date:    Monday, 07 November 1994 00:19:04
From:    "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>
```

```
Regarding the Toaster rendering size preset thingie, that's what I
needed.  Thanks, Kent.
Scott Krehbiel
```

<div align="center">
Thread   169
-=> RETURN TO CONTENTS!<=-
</div>

1.70   MSG-67 Subject: Cycle object corrupted

```
Subject: Cycle object corrupted
Date:    Monday, 07 November 1994 00:54:54
From:    "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>
```

```
Is there any fix when a cycle object won't load??  In Imagine 2.0 cycle
editor, it says "Not a (properly) animated object file"  I just saved
this thing, then went back to the detail editor to work on some parts.
Now it loads into the detail editor as a nicely articulated group, but
not into cycle.
```

Thanks
Scott Krehbiel
scott@umbc7.umbc.edu

                              Thread   68
                     -=> RETURN TO CONTENTS!<=-

1.71   MSG-68 Subject: Re: Cycle object corrupted

Subject: Re: Cycle object corrupted
Date: Monday, 07 November 1994 02:26:54
From: jgoldman@acs.bu.edu

>
>
> Is there any fix when a cycle object won't load?? In Imagine 2.0 cycle
> editor, it says "Not a (properly) animated object file" I just saved
> this thing, then went back to the detail editor to work on some parts.
> Now it loads into the detail editor as a nicely articulated group, but
> not into cycle.

        Try adding just an axis and parenting the main axis of your cycle
object to it (in effect changing the main axis to the new null axis). I was
having this problem a long time ago until I realized that you can't have more
than one 'arm' coming off of the main parent axis.
        As an example, I was cycling a human. The main axis was located in the
pelvis. From there I had three 'arms'; two branching to the hips, and one
going to the neck. For a pictorial representation imagine a Mitsubishi (three
diamond) symbol. Because I had more than one thing coming off the main axis
the object wouldn't be recognized properly in the cycle editor. BTW, the
object was ORIGINALLY created in the cycle editor (not detail, as can be done
as well), so Imagine won't tell you you're doing things wrong.
        We're getting into longer-than-necessary-expanation territory
here. Just remember, only one branch off the main cycle axis.

        If you've only got one thing branching off your main cycle axis then
disregard all of the above, and yell at me...

                                                        J.---->

E-Mail: jgoldman@acs.bu.edu

                              Thread   73
                     -=> RETURN TO CONTENTS!<=-

1.72   MSG-69 Subject: Understanding Imagine 2.0

```
Subject: Understanding Imagine 2.0
Date:    Monday, 07 November 1994 08:39:18
From:    Julian Cook <xlr8r@metronet.com>
```

```
    -------------------------------------------------------------------------
```

```
I'm just now getting into Imagine with the 2.0 version. Anyone know where
I can get a copy of Understanding Imagine 2.0? Is it still available
now that 3.0 is out? Used copies are kooool too.

Thanks!
Julian

-------------------------------------------------------------------------
     //
    //         "Imagination is more important than knowledge"
  \ //                                    Albert Einstein
   \X/
-------------------------------------------------------------------------
xlr8r@metronet.com        Improved .sig under construction
```

```
                         Thread        249
                    -=> RETURN TO CONTENTS!<=-
```

1.73   MSG-70 Subject: 3D - artist

```
Subject: 3D - artist
Date:    Monday, 07 November 1994 10:45:39
From:    Steve McLaughlin <stevemcl@VNET.IBM.COM>
```

```
    -------------------------------------------------------------------------
```

```
Here's the info for 3d-artist magazine,
p.o. box 4787
Santa Fe, NM 87502-4787
voice: 505/982-3532
fax: 505/820-6929
voice mail: 505/820-6929 x3
 12 issue us-subscription is $29, 6 issue sub is $16.
It's a Great magazine, I'm sending my subscription in today!
```

```
                         Thread         83
                    -=> RETURN TO CONTENTS!<=-
```

1.74   MSG-71 Subject: Imagine 3.1 (PAL) Screen Size...

```
Subject: Imagine 3.1 (PAL) Screen Size...
Date:    Monday, 07 November 1994 11:00:34
From:    "Alex..." <A.Craig@dcs.warwick.AC.UK>
```

Hi All,

Due to some serious over eagerness while cleaning out my mail directory
I managed to delete my mail about the Hex locations for the screen size
hack for Imagine 3.1 (PAL). Could someone please mail me back with
the locations?

Cheers in advance,
                Alex...

```
%-----\|/------------------- #include <.siggy.h> ------------------------%
%    (o o)      eezer@dcs.warwick.ac.uk       Real men do it with a Z3 BLT %
%-oOO-(_)-OOo- CSE Student @ Warwick Uni. UK  "All opinions are just mine" %
```

                            Thread   74
                       -=> RETURN TO CONTENTS!<=-

1.75   MSG-72 Subject: Re: Errors

```
Subject: Re: Errors
Date:    Monday, 07 November 1994 11:38:11
From:    Douglas Rudd <rudd@plk.af.mil>
```

```
>
>  Have you ever done something in imagine that will bring up an error
> requestor for each object or even worse each edge of an object. Impulse
> needs to put a cancel option into thes requesters so you do not have to
> reboot or click ok all day.
>  Kent worley
>
>
```
I assume you're refering to the "Check Object" requestor. If in doubt,
merge! You should ungroup first, check each object, and look at the size
of the object before engaging "Check Object" else you may end up in
Mouse Banger Hell. In fact, I (usually) have the good sense to save before
I use this option, just in case the three finger salute is needed.

Boy, a cancel on that button would be NICE!

Doug Rudd

rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                            Thread   89
                      -=> RETURN TO CONTENTS!<=-

1.76   MSG-73 Subject: Re: Cycle object corrupted

Subject: Re: Cycle object corrupted
Date: Monday, 07 November 1994 11:51:28
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Sun, 6 Nov 1994, Mr. Scott Krehbiel; ACS (PC) wrote:

>
> Is there any fix when a cycle object won't load??In Imagine 2.0 cycle
> editor, it says "Not a (properly) animated object file"I just saved
> this thing, then went back to the detail editor to work on some parts.
> Now it loads into the detail editor as a nicely articulated group, but
> not into cycle.
>
> Thanks
> Scott Krehbiel
> scott@umbc7.umbc.edu
>
>

Hello!

Try to delete your 'parent' (top) axis, and put a new one.
Well. if your 'top' axis is the head in your human figure, it's not
much of solving the problem.
So, next time make yourself a rule:
ALWAYS have the top axis of your cycled object, an axis with no polyies.
This way, you can replace it when the cycle object got bad.
And it gives you the ability to get motion in stage editor, that otherwise
you won't get if your 'top' axis is something you want to animate.

        how do you come back from 3D ?
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

1.77   MSG-74 Subject: Imagine Companion 2 (fwd)

```
Subject: Imagine Companion 2 (fwd)
Date:    Monday, 07 November 1994 12:45:53
From:    Ed Phillips <flaregun@udel.edu>
```

```
     ------------------------------------------------------------------------
```

```
Here's a message posted a while ago about the electronic version that is
available from the author.

/**********************************************************************/
/* Ed Phillips  flaregun@udel.edu              University of Delaware    */
/* Jr Systems Programmer  (302) 831-6082    IT/Network and Systems Services */
/**********************************************************************/

---------- Forwarded message ----------
Date: Mon, 29 Aug 94 19:55:25 PDT
From: DDuberman@cup.portal.com
```

1.78   MSG-75 Subject: Imagine Pro?

```
Subject: Imagine Pro?
Date:    Monday, 07 November 1994 23:38:00
From:    KEN_ROBERTSON@robelle.com
```

```
     ------------------------------------------------------------------------
```

```
What the heck is that?  Is that available for the PC or the
Amiga?  The latest version out for the Amiga is 3.1, and I saw
no mention of "Imagine Pro" in the Impulse newsletter.
I'm sure that they would have been flogging it...
\KenR
```

1.79   MSG-76 Subject: Imagine Pro

```
Subject: Imagine Pro
Date:    Monday, 07 November 1994 23:40:03
From:    Bob <gray@access.digex.net>
```

```
        ------------------------------------------------------------------------
```

```
    Is anyone familiar with the features of Imagine Pro?
```

```
                              Thread           85
                         -=> RETURN TO CONTENTS!<=-
```

1.80   MSG-77 Subject: Sorry Could Not Find Subject!

```
Date:    Tuesday, 08 November 1994 05:05:57
From:    bennett@email.sp.paramax.com
```

```
        ------------------------------------------------------------------------
```

```
On Sat, 5 Nov 1994, Rory Macdonald wrote:

> Someone must have the answer to simulating a phaser blast from the Enterprise.

> My firtst thoughts were a cylinder set as a light source but the effect was
> not very impressive (maybe it was my choice of attributes). I appologise if
> this is an obvious and repetitive question but your help would be appreciated.

> Cheers
>
>

I would try wrapping your first cylinder in another cylinder that is
slightly larger and made into a fog object. Adjust the fog intensity
until you achieve the effect.
```

```
                              Thread          285
                         -=> RETURN TO CONTENTS!<=-
```

1.81   MSG-78 Subject: Sorry Could Not Find Subject!

```
Date:    Tuesday, 08 November 1994 06:07:25
From:    bennett@email.sp.paramax.com
```

On Fri, 4 Nov 1994, Ken Morton wrote:

> > > Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
> > > state of shock. "Bricky" Indy handles shaded graphics in realtime. In
> >
> > If it is such a joke, why are so many projects rendered on Amigas by
> > professional outfits? Because Indies are EXPENSIVE. For the same price of
> > ONE INDY and WaveFront, You can set up a Large Amiga LightWave or Imagine
> > rendering farm, and produce your animation FASTER. Of course, the Raptor
>
>   Gee, why is it that so many projects are rendered on SGIs by pro
> outfits? Maybe they should ditch them and get amigas instead. What's
> that? C= is dead? Gee I thought that was last years news.
>   Anyway, with a amiga rendering farm you may be able to *render* a
> project faster than using a SGI system of comparable price, but you won't
> be able to *produce* it faster. The ability to have real-time feedback
> whilst modeling/animating makes all the difference in the world. I think
> you'll find that people spend as many man-hours actually producing a
> animation than they do rendering. Upcoming GL software/hardware will bring
> real-time or near-real time previewing to your basic desktop pc, which
> should make things very interesting next year.
>   Please don't compare LW or Imagine to Wavefront. That would be
> too funny.
>
>
> k
>
>

I would never compare an over-priced, over-rated rendering set-up to one
in which the average joe can stretch his imagination and be in control of
his own project. That is one thing SGI cannot offer- a system that the
majority can afford to use. Which is my entire point. I'm not knocking
SGI, I'm attacking the guy who was attacking Imagine. The software for
PCs and Amiga platforms are getting more complex and sophisticated. They
do not have the size and backing of SGI, but for the price, they are more
than adequate. Anyway, NewTek revolutionized Television technology with
the Video Toaster, and Lightwave is only ONE component of that system.
How many Video switching transitions can an Indy do?

I'll stick to a format that has a price I can afford.

                              Thread   172
                         -=> RETURN TO CONTENTS!<=-

1.82   MSG-79 Subject: DOF transition bounce

Subject: DOF transition bounce
Date: Tuesday, 08 November 1994 20:43:25
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

   I seem to (belatedly) recall someone posting about a problem I experienced on
the weekend: I rendered a scene where the DOF is slowly increased, bringing the
unfocused background objects into focus. The problem is that after the end of
the transition frames, the camera seems to jump a few pixels to one side.

   Is there a work-around/fix for this, other than moving the post-transition
camera position by trial and error? (the action bar for the camera shows the
SAME position for both the pre and post transition frames.

Thx
Rob
```
+----------------------------------------------------------------------+
| Rob Hounsell                            Internet: HOUNSELL@BNR.CA     |
| Team Leader: UNIX                       PHONE: (613) 765-2904         |
| DMS System Performance Development      ESN: 395-2904                 |
| Dept. 7D23                              Bell Northern Research        |
+----------------------------------------------------------------------+
```

                         Thread   119
                    -=> RETURN TO CONTENTS!<=-

1.83   MSG-80 Subject: Imagination vs Ab$urd

Subject: Imagination vs Ab$urd
Date: Tuesday, 08 November 1994 21:51:23
From: Douglas Rudd <rudd@plk.af.mil>

I was going to let this go by then I thought: "What the heck?"

<Snip>
>   Anyway, with a amiga rendering farm you may be able to *render* a
> project faster than using a SGI system of comparable price, but you won't
> be able to *produce* it faster. The ability to have real-time feedback
> whilst modeling/animating makes all the difference in the world. I think
> you'll find that people spend as many man-hours actually producing a
> animation than they do rendering. Upcoming GL software/hardware will bring
> real-time or near-real time previewing to your basic desktop pc, which
> should make things very interesting next year.
>   Please don't compare LW or Imagine to Wavefront. That would be
> too funny.
>
<Snip>

I WILL compare LW and Imagine to Wavefront! For 95% or more of the people
who post here, LW or Imagine are VASTLY superior to Wavefront – with either
of those two packages, we have the opportunity to do productive work. We can
not afford Wavefront or the cpu it runs on.

The choice is a step function:

        1-LW or Imagine = productive 8->
        0-Wavefront   = broke -> not productive 8-<

I can drive an MR-2 or Miata and enjoy it or I can walk and think about
driving a Ferrari. To even contemplate such absurdly expensive alternatives
on IML elevates the Amiga and Imagine in the comparison and denigrates SGI
by "lowering" it to our level. The ONLY value Wavefront has to me is in the
objects residing on avalon.chinalake.navy.mil.

That having been said, let's get back to what is real for the majority of
us: Imagine.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

        0-Wavefront   = broke ..

                        Thread   94
                    -=> RETURN TO CONTENTS!<=-

1.84   MSG-81 Subject: Re: Imagine Pro

Subject: Re: Imagine Pro
Date: Tuesday, 08 November 1994 21:51:48
From: Douglas Rudd <rudd@plk.af.mil>

>
>   Is anyone familiar with the features of Imagine Pro?
>
Yes. Imagine Pro is the new super-high end rendering engine that runs
exclusively on HP's new risc multi-processor Avatar. I don't have the
exact specs on the Avatar – it is expenive and it is FAST!!! It uses
four R4600 cpus and has room for 12 more for a tolal of 16 – killer
speed! IM Pro can access all 16 cpus for massively // processing.
IM Pro will set you back about $35k US and that's not including the
service contract.

This package blows the Wavefront/SGI Onyx RE out of the water – it
is easily an order of magnitude faster in renderings and it can actually
render production quality images in REAL time to HD or tape. These are
8kx8k images!

An Amiga/PC version is in the works – It will allow those platforms to
equal the performance of Wavefront on the Indy – INCLUDING REAL TIME
24 bit rendering (although it is low res:-( ). This package will require
some small modifications to your Amiga or PC: A special R4600 multi-
processor board must be installed with 128 mb ram and a 4 gig HD along
with the new geometry processor. This board is known as the Super High
AniM board or SHAM Board. It uses the proprietary Jpeg Overtone Kinetic
Effects or JOKE system. For more info on this extraordinary package,
call 1(800)0NO-DEAL. If you can't get through, wire me ALL of your
money, and I'll see what I can do for you 8->

Doug Rudd

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                         Thread   106
                    -=> RETURN TO CONTENTS!<=-

1.85   MSG-82 Subject: Re: Imagine Pro?

Subject: Re: Imagine Pro?
Date: Tuesday, 08 November 1994 23:17:49
From: Mjourdan@aol.com

I have seen an ad in Digital Video Magazine for it, along with Imagine Lite
($99). No idea what Impulse is up to.

                         Thread   81
                    -=> RETURN TO CONTENTS!<=-

1.86   MSG-83 Subject: 3D images (ZBuffer & SIRDS)

```
Subject: 3D images (ZBuffer & SIRDS)
Date:    Tuesday, 08 November 1994 23:56:49
From:    "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>
```

We all know that Imagine allows you to create stereo pair images for use
with special 3D glasses. But did you know that Imagine 3.0 will, with the
help of shareware, let's you create 3D images that don't require glasses and
that you can also print?

I'm talking about SIRDS (Single Image Random Dot Stereograms) or sometimes
called Stareograms; you know, those posters made of dots which, when you
look (persistently) straight through them, will reveal extruding shapes.

It's easy! All you need: a shareware SIRDS generator (I'm not sure about
the PC, but for the Amiga there's a bunch of them in Aminet under gfx/3d),
Imagine 3.0 and a scene.

An example:
Load an object into the Detail editor (i.e. Cow.iob). To simplify the
process UnGroup any parts then Join them all together as one object.
 Attributes should be: Color white, set the rest to zero (0); Bright should
be on (x), set Quickdraw on (x) and Texture: ZBuffer. Now reset your
perspective view and rotate your object just as you would like to see it by
the camera as viewed in the perspective view. This is important because
ZBuffer is relative to Global coordinates, and not relative to the camera.
  Go into the "Top" view window, turn Coordinates on, move your cursor to
the bottom of the bounding box and write down the Y coordinate (Y1), move
the cursor to the top of the bounding box and write down the Y coordinate
(Y2). These two Y coordinates should be entered in the ZBuffer texture's Y1
and Y2. Leave the color settings from white (255,255,255) to black (0,0,0)
(assuming your SIRDS generator expects white as out and black as in). Save
the object

Go into Action editor, Add your object and set camera position to 0,Y1-n,0
alignment to 0,0,0 where n is the distance from the object to be viewed.
 Save Changes. Go to Stage editor, add a light and place it anywhere in
front of the object, turn on camera view and fine tune the placement of the
camera making sure not to change it's alignment.

Render.

The resulting image should be a gray scale image which can be loaded into
and processed by a SIRDS generator. I've had excellent results with this
technique, many of which surpassed some commercially available SIRDS
posters.

regards,
Ducharme.Alain@istc.ca

                                Thread   90
```

-=> RETURN TO CONTENTS!<=-

## 1.87    MSG-84 Subject: Re: Seamless Waterfalls & Fire

Subject: Re: Seamless Waterfalls & Fire
Date:     Wednesday, 09 November 1994 00:30:27
From:     spack@mv.us.adobe.com


------------------------------------------------------------------------


>First begin with a 2D outline such as the one below:
>    .
>    .
>    .
>
>Now, add the BumpNoiz texture.  Make the X, Y, and Z sizes
>something like 100,10,200, which basically give you long, thin bumps.


Is the BumpNoiz texture a Imagine 3.0 texture or an Essence one?  Since I don't

have Imagine 3.0, I used the Essence Bump texture.  My waterfall came out
looking more like lava than water.

What are the X, Y, and Z values you mention (texture axis sizes or is that a
texture parameter?).

Thanks!

-Scott
spack@adobe.com


Thread          167
-=> RETURN TO CONTENTS!<=-

## 1.88    MSG-85 Subject: Imagine Pro

Subject: Imagine Pro
Date:     Wednesday, 09 November 1994 00:37:44
From:     gray@access.digex.net


------------------------------------------------------------------------


Before every highend vendor starts mailing me--I was mistaken! I guess
I'm looking for info about Imagine L/T (quite a different story).  Thanks

everyone for specs on Pro--we can all dream.


                            Thread          75
                     -=> RETURN TO CONTENTS!<=-



## 1.89   MSG-86 Subject: Lunar lander

Subject: Lunar lander
Date:     Wednesday, 09 November 1994 02:11:09
From:     Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)


   ------------------------------------------------------------------------


HI all,

Does any one have an object of a Lunar lander?

If any one does can they please send it to me or contact me.

Darryl

-- Via DLG Pro v1.0



                            Thread          95
                     -=> RETURN TO CONTENTS!<=-



## 1.90   MSG-87 Subject: Fractal landscape generator source

Subject: Fractal landscape generator source
Date:     Wednesday, 09 November 1994 02:25:24
From:     Patrick Sauvageau <sauvp@citi.doc.ca>


   ------------------------------------------------------------------------



In a mail a received today, Mike McCool <mikemcoo@efn.org> said
that it is possible that some people received the fractal landscape
generator without the C source code. If it is the case, mail me a request
and i will send you the sources code.

Since the prog is verry simple, it is important to me that the source
spread with the executable, so people will be able to modify it according
to their needs. The way the code is arranged make it verry simple to use it
in any way you need a semi-randomly disturbed map of values. There is two
module: a fractal generating one and a ttddd generator and interface. So

the fractal generator may be used in any othes application, like a
LightWave fractal gen. or automatic generation of object movement in a
staging. (If you can understand half franch/half english comments and
variable names!). In fact, i distributed the source in the hope that it
will spawn many other applications.

Fractal perturbation (adding random but logical variation to a shape) can
do a large amount of effects.I am working on some kind of "behavioral"
animation system by fractaly disturbing the position and orientation of an
object in the time, to simulate the concording but different movement of
hordes of animals. Something like the scene, in Jurassic Park, when the
large group of two-legged dinosaur are running and simultaneously changing
direction. I think that this effect can be simulated by using the same
path for each member of the "swarm" and applying to each one a different
fractaly disturbance. This way, every animals will have it's own
distinctive path, but, as a group, they will seem to be coordinated.

Don't be affraid, it will be distributed freely (otherwise, I would have
not talked about it!).

Again, sorry for my english;

By the way, somebody said on the list i was French. That is not true! I am
french speaking, but i am canadian.

Tomorow gift: A texture to apply non-transparent brushmap on transparent
object (like the label on a bottle).
Stay tuned; same IML chanel, same IML time!

bye!

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

                          Thread          198
                    -=> RETURN TO CONTENTS!<=-


## 1.91   MSG-88 Subject: Thanks

Subject: Thanks
Date:     Wednesday, 09 November 1994 02:30:55
From:     Mike McCool <mikemcoo@efn.org>

    ----------------------------------------------------------------------------

Just a quick thanks, to all of you who recommended DCTV, as a standby
till my 24bit ship comes in.

        This discussion started when I mentioned PCHG format as a viewing
option for Imagine rendered files.  I was curious if this format was
animatable.  Turns out it's not--but it prompted several of you to
mention DCTV.

        Like Steve Worley says, "If you don't have a single frame
recorder, this is the next best thing when you get tired of HAM."

        Amen.


                         Thread          192
                    -=> RETURN TO CONTENTS!<=-


## 1.92   MSG-89 Subject: Re: Errors

Subject: Re: Errors
Date:      Wednesday, 09 November 1994 03:31:06
From:      Kent Marshall Worley <mumu@america.net>


    -----------------------------------------------------------------------------




On Mon, 7 Nov 1994, Douglas Rudd wrote:

> >
> >  Have you ever done something in imagine that will bring up an error
> > requestor for each object or even worse each edge of an object. Impulse
> > needs to put a cancel option into thes requesters so you do not have to
> > reboot or click ok all day.
> >  Kent worley
> >
> >
> I assume you're refering to the "Check Object" requestor. If in doubt,
> merge! You should ungroup first, check each object, and look at the size
>
> Boy, a cancel on that button would be NICE!
>
>
> Doug Rudd
> rudd@plk.af.mil
> -----------------------------------------------------------------------------
-
> They will get my Amiga from me when they pry it from my cold, dead hands.
> -----------------------------------------------------------------------------
-
>

>
I have come across the check object error before. This one was cased by
an attempt to use the spline editor as a 3D editor I got edge error
messages when I tried an extrusion. Someone had mention that the spline
editor in 3.1 was supposed to be a full 3D editor. It still onl does
cookie cutter type objects. I do like it though, especially with the
ability to load a backdrop picture. I will never have to use pixel 3D pro
for logo objects again.
 Kent Worley


                            Thread        17
                    -=> RETURN TO CONTENTS!<=-




## 1.93    MSG-90 Subject: Re: 3D images (ZBuffer & SIRDS)

Subject: Re: 3D images (ZBuffer & SIRDS)
Date:     Wednesday, 09 November 1994 04:00:31
From:     beeton@SEDSystems.ca (Gary Beeton, beeton@SEDSystems.ca)


    ----------------------------------------------------------------------------


Thanks Alain for the ZBuffer tip.  I was stuck trying to get my objects
illuminated properly.  Normally the light reflected from an object would be
effected by the angle of incidence of the light, resulting in highlights and
shadowing.  Normally this is what you want, but for a SIRDS it makes artificial
hills and valleys.  I was too busy trying to make my objects optically "flat"
to think of using the ZBuffer texture!

BTW, don't stop at SIRDS posters.  Animations work great too!!!

Gary
beeton@SEDSystems.ca


                            Thread        49
                    -=> RETURN TO CONTENTS!<=-




## 1.94    MSG-91 Subject: Re: Imagination vs Ab$urd

Subject: Re: Imagination vs Ab$urd
Date:     Wednesday, 09 November 1994 04:44:44
From:     Ayalon Hermony <ila2024@zeus.datasrv.co.il>


    ----------------------------------------------------------------------------

   How many of you SGI people have 2 or 3  SGI computers at your homes?

   How many highschool kids can start 3D in their homes? ( they
   are the artists of the future)

   How many students can learn a new proffesion (3D) in their free time?
   (at home)

   How many can start making a living with 3D, without working for others
   that have SGI?

   IBM AT used to cost $5000 doing not much more than C-64.

   Make SGI as cheap as PC Pentume/Amiga 4K/Mac PowerPC, and I have
   my hat off. (and my pockets empty for you)

  There are bilions people around the glob seeing/reading/wanting to get
  a start at the wonder of 3D/VR, you don't care much about them, do you?

  Thanks to ViewTek/Impulse/CBM/DPS and others, that give a chance to start,
  to people that don't need to sell their house in order to have a studio.

  Anyway, either Silicon get down to earth, or tomorrow Nintendo will
  buy them out. Look back to history, it happened many times.


P.S. Please don't compare it to cars, computers fanatics are not cars
fanatics.

          How do you come back from 3D ?
Ayalon M. Hermony      Internet: ila2024@datasrv.co.il



                        Thread        99
                   -=> RETURN TO CONTENTS!<=-



## 1.95   MSG-92 Subject: Re: Imagine Pro?

Subject: Re: Imagine Pro?
Date:     Wednesday, 09 November 1994 04:53:21
From:     videoman@netcom.com


   ------------------------------------------------------------------------


> What the heck is that?  Is that available for the PC or the
> Amiga?  The latest version out for the Amiga is 3.1, and I saw
> no mention of "Imagine Pro" in the Impulse newsletter.
> I'm sure that they would have been flogging it...
> \KenR

Sheeesh! some people need to footnote there jokes a tad better on here..
one "silly" post is one thing ... the 25 "is that for real's" after it

gets old fast.

As I understand it Imagine Pro, is a newsletter started by a user.  No
doubt from the Lightwave Pro concept.  It more than likely has nothing to
do with Impulse, other than it's about there software.


--
```
._____.
| -== When Dreams Become Reality ==-   -= IM Design=- |
"""""""""""""""""""""""""""""""""	""""""""""""""""""""	"""""""""""""""""""
videoman@netcom.com	FTP: ftp.netcom.com	Video Production
videoman@cyberspace.org	DIR: pub/videoman	3D Graphics & DTP
Mosaic Home Page: file://ftp.netcom.com/pub/videoman/web/HOME.html
~"""~
```

                          Thread         122
                      -=> RETURN TO CONTENTS!<=-



## 1.96   MSG-93 Subject: Boing effect

Subject: Boing effect
Date:     Wednesday, 09 November 1994 06:09:21
From:     Tommy Carlsson <e90tca@efd.lth.se>


    ------------------------------------------------------------------------



Hi folks

I have some trouble with the boing effect.
What Im trying to do is to have a text to come in from the right side of the
screen and at the end of the path get the text to squash and stretch.
The text does this but it jumps back along the path a bit and then back to the
end of the path before it get squashed.
The text is 10 letters long with the main axel in the 5th  letter.

Can anyone help me ?

That all folks bye!
TC


                          Thread         207
                      -=> RETURN TO CONTENTS!<=-



## 1.97   MSG-94 Subject: Re: Imagination vs Ab$urd

Subject: Re: Imagination vs Ab$urd
Date:    Wednesday, 09 November 1994 06:17:13
From:    Douglas Rudd <rudd@plk.af.mil>


   ------------------------------------------------------------------------


>
>       How many of you SGI people have 2 or 3  SGI computers at your homes?

Got me here. Only two Amigas and a pc. If I pick the right six numbers,
then I'll get one - no rich relatives.
>
>       How many highschool kids can start 3D in their homes? ( they
>       are the artists of the future)

That's why Imagine is superior to Wavefront. A kid could (possibly) use
Imagine at home or at school, but Wavefront? Not likely. I haven't seen
too many highschools that can afford a suite of SGIs for a classroom.

>
>       How many students can learn a new proffesion (3D) in their free time?
>       (at home)

Don't know. I never had a proffesion. I do have a profession. When I was a
student the likes of Imagine was not available at ANY price. Now most any
student can afford Imagine and not wait for scant time on the SGI.

>
>       How many can start making a living with 3D, without working for others
>       that have SGI?

How many can make a living in 3D?.

>
>       IBM AT used to cost $5000 doing not much more than C-64.
>
>       Make SGI as cheap as PC Pentume/Amiga 4K/Mac PowerPC, and I have
>       my hat off. (and my pockets empty for you)
>
If you make an SGI as cheap as a PC, you'll have a PC.

>     There are bilions people around the glob seeing/reading/wanting to get
>     a start at the wonder of 3D/VR, you don't care much about them, do you?

That many? Wow! And it's such a small "glob" too. So, you mean to say, that
by advocating affordable 3D software, that I don't care? Opposed to your
advocacy of SGI/Wavefront which is supposed to make 3D available to the
thousands rather than the millions (or as you would, milions).
>
>     Thanks to ViewTek/Impulse/CBM/DPS and others, that give a chance to start,
>     to people that don't need to sell their house in order to have a studio.
>
I'm not sure you caught my drift....

```
>     Anyway, either Silicon get down to earth, or tomorrow Nintendo will
>     buy them out. Look back to history, it happened many times.
>
Actually, silcon is one of the most common elements in the Earth's crust ;-)

>
> P.S. Please don't compare it to cars, computers fanatics are not cars
> fanatics.
>
Speak for yourself. I have more than one interest in life, and I can get
fanatical about several of them.  Cars, people, computers, politics,
geology, physics, camping, travel, art, music, etc..... Do you have any
other interests? Well, english grammar isn't one of them, right?

>            How do you come back from 3D ?
> Ayalon M. Hermony      Internet: ila2024@datasrv.co.il
>
>
Well, I guess we may both want the same thing? We just see it differently.
If I can't afford it, I can't use it. So what is it's value?  Creativity
does not run on the clock. If I get an idea, I work on it NOW, or the
depth of the concept may vanish while the shell of the idea remains.


Doug Rudd
rudd@plk.af.mil
-------------------------------------------------------------------------------
The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."
-------------------------------------------------------------------------------
They will get my Amiga from me when they pry it from my cold, dead hands.
-------------------------------------------------------------------------------
```

1.98   MSG-95 Subject: Lunar lander (fwd)

```
Subject: Lunar lander (fwd)
Date:    Wednesday, 09 November 1994 07:04:17
From:    Christopher Barger <cbarger@indirect.com>
```

```
  -------------------------------------------------------------------------
```

```
>HI all,

>Does any one have an object of a Lunar lander?

>If any one does can they please send it to me or contact me.
```

I, too would be interested in receiving a copy. In addition, I'm
looking for an object of the Apollo CSM (command and service module).
Can anyone point me to one ?

Thanks in advance.

1.99   MSG-96 Subject: Imagine 3.1

Subject: Imagine 3.1
Date: Wednesday, 09 November 1994 07:54:38
From: w.graham6@genie.geis.com

Have any other 3.1 users noticed that you can load a backdrop image into
each of the quad views- at the same time? A friend of mine told me about
it last nite, I tried it when I got home, and sure enough it works. You
just click in the respective view, and load a backdrop, then click in
another view, load another backdrop, etc. It works in Newmode also. Very
handy for Forms work.

1.100   MSG-97 Subject: IML_Pro

Subject: IML_Pro
Date: Wednesday, 09 November 1994 12:18:39
From: Wizard <GUEST@novell.dima.unige.it>

```
  ___
| O |     .MODEL SMALL
|   |     .DATA
| O |     LOGIN   DB "              _    __  ___  _____Wizard logged in"
|   |     .CODE
| O | MAILING    PROC FAR
|/\_|
```

Hi fellows,
        I'm writing this message to inform Ya all I realized a
'number zero' of the pc hypermedia version of IML Pro (or whatever we
want call it): the newsletter Shinobi told days ago.
        As the words 'number zero' suggest, it is the first idea, a
possibly statement of the final work.
        What am I asking Ya??? I'd like U all tell me how improve my
silly work.   Why?   Coz this should, this could be our newsletter.
How???   Just email me and I'll uuencode Ya the executable file so You
can test it: this file is about 250Kb, I realized it using 'NeoBook',
an authoring util by NeoSoft, a sort of hypermedia text with buttons,
text windows, picture windows, etc....

A FINAL NOTE:
        this could be an opportunity to realize what we all need, please
        help me and Shinobi to accomplish this task!!!!!
        (and again exc me for my english!)

SEND REQUESTS to POLA@novell.dima.unige.it (Wiz4rd)

 /_
| O | RET
| | MAILING   ENDP   T-H-A-N-X
| O | STACK   200H   ae(-_^)ue
|___| END   MAILING   _   __   ___ _____Wizard signing off

                        Thread   19
                     -=> RETURN TO CONTENTS!<=-

1.101   MSG-98 Subject: Re: Imagination vs Ab$urd

Subject: Re: Imagination vs Ab$urd
Date: Wednesday, 09 November 1994 13:03:43
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello Mr. Rudd,

Due to a glitch in my server, it did the cut without the paste, so it
seems I wrote an 'attack' on your opinions.
Well, what I was doing is backing your post, trying to add to the point
that a mega dollar computers aren't my cup of tea as well.
I know you didn't ask for support to your post, and I'm sorry if it offended
you in any way. It wasn't meant to.

It was an answer to the guy that wrote, SGI is better than x, y, z.
Which he was right of course, but I wanted to make a point, that buying
an expensive h/w isn't a solution now days.

But,

On Tue, 8 Nov 1994, Douglas Rudd wrote:

> geology, physics, camping, travel, art, music, etc..... Do you have any
> other interests? Well, english grammar isn't one of them, right?

I have many. And I don't compare my track to mount Everest to computers
either. (And I had motorbikes, have and love cars etz...)
My english grammar is bad, I know. It seems it's easyier for me to read
well, and write badly. (Even if your second language is better than my
english, I don't get the point of your last remark. And I don't mean
it, as Politicly Correct mumble)

>
> --
_
> They will get my Amiga from me when they pry it from my cold, dead hands.
> --
_
>

If you have past post of the above, you'll find your grammer wasn't the best
either :) You fixed it by now, as seen.

                        Thread   96
                    -=> RETURN TO CONTENTS!<=-

1.102   MSG-99 Subject: Re: Imagination vs Ab$urd

Subject: Re: Imagination vs Ab$urd
Date: Wednesday, 09 November 1994 19:35:50
From: Douglas Rudd <rudd@plk.af.mil>

<Snip>
> Due to a glitch in my server, it did the cut without the paste, so it
> seems I wrote an 'attack' on your opinions.
> Well, what I was doing is backing your post, trying to add to the point
> that a mega dollar computers aren't my cup of tea as well.
> I know you didn't ask for support to your post, and I'm sorry if it offended
> you in any way. It wasn't meant to.
>
> It was an answer to the guy that wrote, SGI is better than x, y, z.
> Which he was right of course, but I wanted to make a point, that buying
> an expensive h/w isn't a solution now days.
>
<Snip>

Point taken. Please accept my apology for the flames. Since I use vi, the
editor from hell, I can understand how glitches occur. Perhaps I should have
contacted you "at home", but I saw your post as an attack. For my part, the
only real reason to discuss the SGI here is when Imagine is ported to the SGI.

Grammmar is usually overlooked on the net except when flames are intended,
then it becomes a weapon.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                            Thread   98
                        -=> RETURN TO CONTENTS!<=-

1.103   MSG-100 Subject: Don't take me wrong

Subject: Don't take me wrong
Date: Wednesday, 09 November 1994 20:22:59
From: Daniel 'Mega' <MEGA@maracana.lci.ufrj.br>

Dear friends of Amiga

In my post "Re: Silicon Graphics", I want to say that SGI don't need
to buy Amiga cause they Gfx tech is far better than C=. Everybody,
including myself, wants low-cost Gfx workstation. Decrease SGI
workstations prices is a eco-political decision of SGI. I don't think
they will do it, cause they have "almost" the monopoly in this area.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

                            Thread   59
                        -=> RETURN TO CONTENTS!<=-

1.104   MSG-101 Subject: Here's Lookin' Up Your Address

Subject: Here's Lookin' Up Your Address
Date: Wednesday, 09 November 1994 22:38:51
From: dave@flip.eag.unisysgsg.com (Dave Wickard)

Welcome welcome welcome IML readers! :-)

I haven't talked to you for quite a while.
Now, I break my self-imposed vow of silence to let you know that
things are boiling here at Unisys again.

Months ago, long term IML readers may remember that we
had an email address change here.

It was a monumental task, but finally everything got changed
over and settled down. So now, for your convenience, ;-)
we are changing the email address of the IML once more.

Trust me, I have no say in this... it's a global change across
the entire Unisys email system. Soon, your postings
to the IML via the old address: imagine@email.sp.paramax.com
will no longer go through. They will bounce.

This will take place in the near future. Currently, mail
is still being allowed to go through, but the plug will be
pulled within a few weeks.

You can begin using the NEW address immediately.

It's live...it's working.

The NEW IML address is:

imagine@email.eag.unisysgsg.com

I know you're dying to find out what it all means.
        (email is the system name)
             (eagan is the facility I am in)
                 (Unisys GSG is the division I work for-
                  Govt. Systems Group)

It's hard to believe that something could be both
fun AND enlightening like that, isn't it?

So... once more, write it on the dog in markers,
tatoo it on your buttocks, and scrape it into the

paint on your car:

imagine@email.eag.unisysgsg.com

Naturally, the:

imagine-request@email.eag.unisysgsg.com

address follows along with. If you need to SUBSCRIBE,
UNSUBSCRIBE, CHANGE SUBSCRIPTION ACCOUNTS, or whatever,

always always always always always always always always

use that address. If you post your message to the whole
list, hundreds of people will hate you and hey...
aren't you disliked ENOUGH already? ;-)

Dave Wickard (612) 456-2783   "Don't you want to live forever?"
dave@flip.eag.unisysgsg.com   "Not if drawstring pants make a
dave@email.eag.unisysgsg.com   comeback."
dave@shell.portal.com   -Fox Mulder "The X-Files"

                            Thread   38
                      -=> RETURN TO CONTENTS!<=-

1.105   MSG-102 Subject: Textures used in an object

Subject: Textures used in an object
Date: Wednesday, 09 November 1994 23:36:16
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Hi, does anyone have a utility that will take an Imagine object and
tell me what textures and bitmaps and whatever are needed to render this
object? and the path names where these textures/bitmaps should be found.
Ideally, it would be great to change these as well.

                            Thread   191
                      -=> RETURN TO CONTENTS!<=-

1.106   MSG-103 Subject: Sorry Could Not Find Subject!

Date: Thursday, 10 November 1994 00:24:12
From: Tommy Carlsson <e90tca@efd.lth.se>

Hi!
I have 5 questions that I hope someone can give me the answers to.

1. What is the Imagine Gazett and were,how can I get it.
2. The update that I have read about, how do I do to get it from Sweden
and can I get some information what the money will buy me.
3. The metals texture is giving me results that does not look anything like
metals. For example gold looks more like something green and I can't seem to
get the other types to look anything like metal.
4. In the swedish alphabet there is 3 more letters dotted a, dubble dotted a
and dubble dotted o. The spline editor will not recognize this and it gives
me only an axel. Is there something wrong with my copy or is it somethis
that Impulse didnt think about.
5. For last in my manual about textures there is a texture called lightflare
but I cant find it anywhere. Is it a glitch i the text or is there a texture
called lightflare. If so where can I get it.

A lot of questions but I hope u can help me.
Thanks T.C

                              Thread   6
                        -=> RETURN TO CONTENTS!<=-

1.107   MSG-104 Subject: New

Subject: New "Trans_mod" texture
Date: Thursday, 10 November 1994 00:43:45
From: Patrick Sauvageau <sauvp@citi.doc.ca>

This is a texture a have written for a friend who wanted to apply a
brushmap label on a transparent bottle. Normally, the filter setting of the
bottle will make the label as transparent as the rest bottle. With this
texture, you may specify a single color to have another filter setting.
So you may crete a green (0,150,60) bottle, with filter value set to 0,0,0.
Apply a brush as the label, then the texture. In the texture, you will specify t
hat
you want the color "Green (0,150,60)" to have (100,255,200) as it's filter
value. The only restriction is that you canot have this exact color on your
brush, unless you want this part to become transparent.

```
begin 777 tm.lha
M(TLM;&@U+?8‘‘‘"H‘0‘‘?$-I’0‘‘#71R86YS7VUO9"YD;V,?K0$#6W:QMJ’-
M^\‘?M‘2RS@&68‘EF‘Q%6XNMG:V!-)23KL3QRZ062!(*‘$<33PF<:>WH>O@18
M:/H%3Z7::#G)S^50NB#D^"I,=#ALTDI@Q1\<X(,I0E/>1<5‘ZG02F_-\3A4.
M2C\XHX+(’KJWB8@>*0$HM$MKMJ<TBHQDJP3>!PL’*UQ&,]J:#[%RU/Y:\2Q]
MTR6P9SKI;LJ>[AYX>7K?RN6[V!\8VG+L"$T:A49B[@’Q<_(U2Y&[!:$U%9;#
MJV‘M++/F??PGZI=Q’%WX;N<_‘&56NH;‘YPI8[48H-J-@!]T4W71)T1L35\2-S
MFR!_X’N\[/*/\R(@"-A+6QH-2T;‘@‘‘<‘0‘‘’Q#:1T‘‘‘UT<F%N<U]M;V0N
M:71XG#4!O&)VPT;5[^ZVYM:T2AM‘PE’?A46MRW5QL’8*.W.RO.%HE>R:‘HVY
MO-7’;6G.K#1H(@P&‘P$1@(B"P%!@:‘P&‘P-‘8"(P&‘C"0=‘0RIH"?L)PAON[
MNNY@9@+‘P^‘+X;MP*MMV0"’]@]D)_VH2T3TR[^‘;B=]%G7PC(BKXB^@W3SUJT
M2P*=)$6%:‘U=7’Q*R%M0+R_29K1E=_@R/O*.FXBIRB?K3VZVHI5@?J2M9_W’’
MZWW/GVHC3KRC9HY‘"=UHRE](3)SF"-N,P2$S<8"[2!:3<XP2?H$T,B7AV),F
MF;8D7$Q-Z8&0[‘T&/!‘YB!UF+A5/5’N*^V,ZJGK#U)F\$"4D;.TF]*,1(CFJ
M\G\U7:S$$C9.2_>2(3DGVW9-&M)QO[)Y;\GE._,R?Y\S-J@3W7]UL/\!U_=[#
M]7B_"0$WGL5H\M[3MV==M],]],,],],]]77B!+L.,DFWS]]]]]]]!L!=$]]]]]
M_1S?]]]ANF,F-BQW=U]%F]|0|=
```

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

                              Thread   113
                         -=> RETURN TO CONTENTS!<=-

1.108   MSG-105 Subject: 3.1 States

```
Subject: 3.1 States
Date:     Thursday, 10 November 1994 02:36:45
From:     Carsten Bach <infoflex@inet.uni-c.dk>
```

I have just recived my version 3.1 and whanted to make a morphe between
the Electric texture and the Fire texture.

I have created 4 states

Main - Electric timing 0
End-Electric   timing 1
Fire   timing 0
End-Fire   timing 1

But every time i try to go to Main-electric state i get the fire texture.

Am i missing something ? Or is there at good reason for what is happening?

Arne Voigt Denmark

                              Thread   111
                        -=> RETURN TO CONTENTS!<=-

1.109   MSG-106 Subject: Imagine textures now on aminet

Subject: Imagine textures now on aminet
Date: Thursday, 10 November 1994 04:25:58
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

I saw this on the AMIGA graphics news, I thought I would repost it here.
Please note that I am not the author of these textures.

I have written a few textures for the FP version of Imagine 3.0 on
the Amiga. They have been uploaded to Aminet as IITextures.lha in
the gfx/3d directory.

AttrMath.itx   : Perform simple math operations.
ColorCube.itx   : Give an object all 16 million colors.
ColorSpiral.itx : Create an animated vortex.
EdgeFill.itx   : Simulate wireframe or latticize.
LedCount.itx   : Flash the LED for every ray hit and keep count.
RadialColor.itx : Custom radial color flows.
Roughness.itx   : A replacement roughness, no crawl.
SetChild.itx   : Similar to Apply, set a groups attrubutes.

Ian.Smith@f564.n2601.z1.fidonet.org

                              Thread   159
                        -=> RETURN TO CONTENTS!<=-

1.110   MSG-107 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 10 November 1994 04:52:28
From: Kent Marshall Worley <mumu@america.net>

On Wed, 9 Nov 1994, Steve McLaughlin wrote:

> Hi, does anyone have a utility that will take an Imagine object and
> tell me what textures and bitmaps and whatever are needed to render this
> object? and the path names where these textures/bitmaps should be found.
> Ideally, it would be great to change these as well.
>
 What is wrong with using the attributes requester in the detail editor?

                            Thread   115
                    -=> RETURN TO CONTENTS!<=-

1.111   MSG-108 Subject: Re: Seamless Waterfalls & Fire

Subject: Re: Seamless Waterfalls & Fire
Date: Thursday, 10 November 1994 05:09:45
From: dsan@ct.se (Dan Santos)

In a message of 08 Nov 94 spack wrote to me:

 s> Is the BumpNoiz texture a Imagine 3.0 texture or an Essence one? Since

It's an Imagine 3 texture..

 s> I don't have Imagine 3.0, I used the Essence Bump texture. My waterfall
 s> came out looking more like lava than water.

It seems like your waterfall just needs more speed to look like water... You
could also try using essences randomripple texture instead.

 s> -Scott
 s> spack@adobe.com

Dan Santos (dsan@cindy.ct.se)
DigiLight Studios - 3D Animation & Image effects - +46-40-138678
+------------------+-------------------------+---------------------+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|
+------------------+-------------------------+---------------------+

                            Thread   3
                    -=> RETURN TO CONTENTS!<=-

1.112   MSG-109 Subject: Re waterfall

```
Subject: Re waterfall
Date:    Thursday, 10 November 1994 11:57:11
From:    D.Haines@unsw.edu.au
```

Shinobi,excellant work with the waterfall,this is something that I have
wanted to do since 1.0 days, funny it was there all along, except for the
bump maps. Just goes to show how powerfull this software really is. Good
stuff.

David Haines
College of Fine Arts
Phone: +61 +2 +339-9555
Fax: +61 +2 +339-9506

1.113   MSG-110 Subject: Warp transputer

```
Subject: Warp transputer
Date:    Thursday, 10 November 1994 12:58:33
From:    D.Haines@unsw.edu.au
```

With the invention of the pentium and its quickness this may be a moot
point, but I read that Alladin 4d now addresses the warp transputer board,
I wonder if imagine will ever address this thing, as it seems like it might
be a reasonable way to get some speed, since its modular and so would be
more cost effective.
If everyone wrote software for this type of hardware, then the amiga would
be revived and could be a very serious rival to those SGI boxes. Then
again hardware comes and goes these days.

See ya.

David Haines
College of Fine Arts
Phone: +61 +2 +339-9555
Fax: +61 +2 +339-9506

1.114   MSG-111 Subject: Re: 3.1 States

Subject: Re: 3.1 States
Date: Thursday, 10 November 1994 16:11:13
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

No your not missing anything, you just have found out that you can't
morph two different textures from one to the other. You can however fake
this with textures that have filter settings for them. You can however
morph one textures settings in the states and it will remember the
different settings for that texture, for the different states. You must
also remember to select the Texture/Brushes and if you want Face Colors
Buttons. This will keep the data you created for each state set. Just make
sure you select it/them for each state in the object.

=RRW=

> I have just recived my version 3.1 and whanted to make a morphe between
> the Electric texture and the Fire texture.
>
> I have created 4 states
>
> Main - Electric timing 0
> End-Electric   timing 1
> Fire   timing 0
> End-Fire   timing 1
>
> But every time i try to go to Main-electric state i get the fire texture.
>
> Am i missing something ? Or is there at good reason for what is happening?
>
> Arne Voigt Denmark
>
>
>

1.115   MSG-112 Subject: Re: Warp transputer

```
Subject: Re: Warp transputer
Date:     Thursday, 10 November 1994 16:50:30
From:     joerg fiedler <jfiedler@genetik.uni-bielefeld.de>
```

```
       ----------------------------------------------------------------------
```

```
> With the invention of the pentium and its quickness this may be a moot
> point, but I read that Alladin 4d now addresses the warp transputer board,
> I wonder if imagine will ever address this thing, as it seems like it might
> be a reasonable way to get some speed, since its modular and so would be
> more cost effective.
Warp Transputer...oh, man...what do you think... =8/
I wonder wether they (IM) will do a 060 tune up.
Even a C= style GUI outfit seems to be an impossible mission =8(

Not so hopefully

Joerg Fiedler
```

```
                           Thread        135
                      -=> RETURN TO CONTENTS!<=-
```

1.116   MSG-113 Subject: Re: New

```
Subject: Re: New "Trans_mod" texture
Date:     Thursday, 10 November 1994 19:10:30
From:     joec@ensoniq.com (Joe Cotellese)
```

```
       ----------------------------------------------------------------------
```

```
>This is a texture a have written for a friend who wanted to apply a
>brushmap label on a transparent bottle. Normally, the filter setting of the

Any chance of a PC version ?

Joe Cotellese
```

```
                           Thread        126
                      -=> RETURN TO CONTENTS!<=-
```

1.117   MSG-114 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 10 November 1994 19:27:02
From: joec@ensoniq.com (Joe Cotellese)

>
>
>On Wed, 9 Nov 1994, Steve McLaughlin wrote:
>
>> Hi, does anyone have a utility that will take an Imagine object and
>> tell me what textures and bitmaps and whatever are needed to render this
>> object? and the path names where these textures/bitmaps should be found.
>> Ideally, it would be great to change these as well.
>>
> What is wrong with using the attributes requester in the detail editor?

If your not joking then what is wrong is it is needlessly time consuming to
change paths or find them especially if you have alot of maps/textures on an
object. Not to mention if you have textures on sub-groups. Big pain in the
butt.

Joe Cotellese

                          Thread   107
                    -=> RETURN TO CONTENTS!<=-

1.118   MSG-115 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 10 November 1994 20:40:16
From: joec@ensoniq.com (Joe Cotellese)

>Hi, does anyone have a utility that will take an Imagine object and
>tell me what textures and bitmaps and whatever are needed to render this
>object? and the path names where these textures/bitmaps should be found.
>Ideally, it would be great to change these as well.
>
Actually, I am writing one now. It is a PC program that will allow you to
change the path of textures and brushmaps.

I'm doing it because it was a big pain in the butt going from my Amiga to my
PC. All of the paths hard-coded into the objects didn't work and I had to
change them all via the Detail Editor (that blows).

Unfortunately, I am swamped at work so I don't know when I'll get it completed.

Joe Cotellese

                          Thread   177
                    -=> RETURN TO CONTENTS!<=-

1.119   MSG-116 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 10 November 1994 21:46:18
From: Douglas Rudd <rudd@plk.af.mil>

>
> > Hi, does anyone have a utility that will take an Imagine object and
> > tell me what textures and bitmaps and whatever are needed to render this
> > object? and the path names where these textures/bitmaps should be found.
> > Ideally, it would be great to change these as well.
> >
> What is wrong with using the attributes requester in the detail editor?
>
This brings up an interesting point. Is there a utility to convert attributes
between PC and Amiga formats? If you have an objects with 20 or so brushes,
then changing \ to / or vice versa can become a pain, especially if you have
several of these objects. Obviously, such a utility would need to exist in
both Amiga and PC formats.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                          Thread   184
                    -=> RETURN TO CONTENTS!<=-

1.120   MSG-117 Subject: Animated Brushmaps

Subject: Animated Brushmaps
Date: Thursday, 10 November 1994 23:21:15

From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

   Has anybody gotten the animated brushmap feature to work in Imagine 3.1?
 I finally got around to trying it last night and couldn't get it to work at
all. I took a DPaint anim and used it as a brush map on a primitive sphere
object, set up a little test project and tried to render. I got an error
message saying it could not load the anim file. I went back to the detail
editor and tried a quickrender, same error message. I entered the number of
frames in the max sequence block, tried a quickrender, and got an error
message saying unable to load anim.0001. I don't know, the docs with 3.1
say you don't need to break up an animation into individual frames anymore
to use them as an animated brushmap. What gives?

                         Thread   161
                    -=> RETURN TO CONTENTS!<=-

1.121   MSG-118 Subject: Real Time Inverse Kinematics

Subject: Real Time Inverse Kinematics
Date: Friday, 11 November 1994 00:01:31
From: enigma@amanda.dorsai.org

I am pleased to annouce the addition of real time Inverse Kinematics
modeling to FreeForm3D Bspline Modeler version 1.9. The Inverse Kinematics
are at intreactive frame rates, even on a A3000. What I mean by
interactive and real time, is that you not only see the objects' bones
being updated before you, you see the bones and, the whole object being
updated right before your eyes, as you move the mouse. You can choose
from constrained and un-constrained movement.

Contrained movement means that the last bone point on the object acts as
an anchor, and all of the other bone points can move feely by pulling on
just one point, but the bones cannot move the object away from the anchor.

Un-constrained means that the object is free to move around the screen,
like a snake, by pulling on any point. On my 3000, I was able to grab the
first bone point on an tube shaped Bspline object, and whip it around the
screen like it was an old rag, or piece of string flapping around in the
wind, in real time.

     This can not only bend tubes into shapes easily, but any object can be
bent and snaked, along its bone direction. You can take an object
and bend it into an S shape just by grabing one bone point, and moving
your mouse in an S shape manner on the screen, and the whole object will

adjust itself to that shape; and you can see how the whole object is
affected interactively, as you move the mouse. You can make an Octopus
tenticle, grab the tip of it an move it around, and the whole tenticle
will curl and wave around. You can make a bottle, and make it seem to
bend over and look at the ground, or move its "head" around, simply by
grabbing the bone point that applys to the section and pulling it over
and around, in the direction you want, and see, as you pull, how the
whole bottle comes to life, just with that one point. I've included a
sample tutorial with the demo for you to try right away. Its really easy,
and quite fun. I've just uploaded the new 1_9 demo to:

ftp 128.252.135.4 in pub/aminet/gfx/3d
and
ftp tomahawk.welch.jhu.edu in pub/LW/utils or pub/LW/incoming/utils

If you don't see it, give it a day or two, for the operators to transfer
it over. If you wish to purchase FreeForm3D, or would like to know more
about its other capabilities, the information is provided below.

Below is a desription of FreeForm3D Bspline Modeler and some of the other
features it has to offer, for those of you who haven't heard about it yet.

        FreeForm 3D Bspline modeler brings truly affordable, super-
fast Bspline modeling to your current 3D program rivaling
that of high end workstations. FreeForm can output to
Lightwave, Aladdin4D, Real3D2, Imagine, Caligari and RenderMan.
FreeForm has real-time object and point editing in all
views; and a real-time, 3D space, through the camera
perspective view. In addition to the standard 3D tools, FreeForm
has tension adjustment to Bsplines(giving NURB like control),
deformations, rail extrusion, morph extrusion, cross sectional
skinning, automatic Bones creation, real-time Bones manipulation,
an easy keyframe animator and on-line help. FreeForm even gives
users of other Bspline programs, a faster, easier to use Bspline
environment, and the fastest grayscale preview, true curve-level rendering.
FreeForm 1.9 is $80, requires at least a 68020 with a
FPU, and 1.2 megs of Ram.
Usable demo of V1_9 on Aminet ftp 128.252.135.4 in gfx/3D
, on the Lightwave ftp tomahawk.welch.jhu.edu pub/LW/utils
and may also be on Compuserve. Cash, check or money order to:

Fori Owurowa
1873-75 Cropsey Ave
Brooklyn, NY 11214
718-996-1842 12 noon to 7pm Eastern
enigma@dorsai.dorsai.org

                          Thread   141
                    -=> RETURN TO CONTENTS!<=-

1.122   MSG-119 Subject: Re: DOF transition bounce

```
Subject: Re: DOF transition bounce
Date:     Friday, 11 November 1994 01:11:10
From:     Ed Totman <etotman@gort.ucsd.edu>
```

Yes, I've noticed this problem also. Seems to occur whenever DOF is
changed or the camera moves in a DOF animation. I emailed and called
Impulse about this but they wanted a project mailed to them on floppy disk.
Impulse, if you are listening, make an animation, any animation will do,
and morph the DOF settings. You will see a the animation bump as if the
camera was jolted.

On Tue, 8 Nov 1994, rob (r.d.) hounsell wrote:

> Folks,
>
>   I seem to (belatedly) recall someone posting about a problem I experienced o
n
> the weekend: I rendered a scene where the DOF is slowly increased, bringing th
e
> unfocused background objects into focus. The problem is that after the end of
> the transition frames, the camera seems to jump a few pixels to one side.
>
>   Is there a work-around/fix for this, other than moving the post-transition
> camera position by trial and error? (the action bar for the camera shows the
> SAME position for both the pre and post transition frames.
>
> Thx
> Rob
> +--
+
> | Rob Hounsell   Internet: HOUNSELL@BNR.CA
|
> | Team Leader: UNIX   PHONE: (613) 765-2904
|
> | DMS System Performance Development ESN: 395-2904
|
> | Dept. 7D23   Bell Northern Research
|
> +--
+
>

                          Thread   100
                    -=> RETURN TO CONTENTS!<=-

1.123   MSG-120 Subject: Lensflare

```
Subject: Lensflare
Date:     Friday, 11 November 1994 03:23:49
From:     Tommy Carlsson <e90tca@efd.lth.se>
```

```
     ----------------------------------------------------------------------
```

```
Hi !
Thanks for the anwers and I was wrong it is lensflare and not lightflare
but not global.
In my texture text it says that there is a lensflare texture and also in the
IMTguide that RRW was so nice to share with us there is a ref. to lensflare.
I dont know why I dont have it is there anyone else outthere that have
Imagine3.0 and cant find either ?
About the letters .
I have WB 2.04 and in Typesmith I can get the letters !!!!!.

Thanks !
TC
```

```
                         Thread       124
                   -=> RETURN TO CONTENTS!<=-
```

1.124   MSG-121 Subject: Transputer stuff

```
Subject: Transputer stuff
Date:     Friday, 11 November 1994 08:06:23
From:     BOCONNELL@mecn.mass.edu
```

```
     ----------------------------------------------------------------------
```

```
according to the documentation i have read, Cybernetica is in the
process of writing a program called "the light engine".  this is a
program for the warp transputer.  it is an optimised raytracer that
loads lightwave and imagine staging files, and thusly traces them.
while it would be nice if impulse would port imagine 3.x to imnos t-805
code, i think that this utility will serve the purpose well enough.

plus, the relative power of a modular accelerator will make rendering
frames with extreme anti-aliasing and lensflare, fog, DOF, 500 essence
textures, etc. etc. much less painful.

I am in the process of saving for a full rack of these chips.  I have
done alot of reading on these products.  I suggest you all call the 800 #
and also read about it.  the more information you are exposed to, the
more effective you will be as animators.
```

* Bob O'Connell – boconnell@mecn.mass.edu
* Cross Platform Productions – Boston, MA
* A4000/Warp Engine 40/40 18mb RAM
* 1 gig Micropolis AV / Toshiba CD-ROM / Bernoulli 90 Pro
* Imagine 3.0 / Essence I, II, Forge / Lightwave 3.5
* and a honkin' huge coffee urn

                          Thread   132
                    -=> RETURN TO CONTENTS!<=-

1.125   MSG-122 Subject: RE: IMAGINE PRO?

Subject: RE: IMAGINE PRO?
Date: Friday, 11 November 1994 09:50:19
From: greg.tsadilas@hofbbs.com

Since there are questions about Imagine LT and Imagine Pro, here's the scoop.

Imagine LT (LITE) is available for the PC platform only. It is Imagine with
the advanced animation tools removed (bones, states, kinematics, etc). It
comes on a CD only. The CD has sample animations, images, objects, etc. The
cost is $100, and offers an upgrade path to the full blown Imagine for $200.

Imagine Pro is the full blown version of Imagine. The new name was given to
distinguish it from the LITE version mentioned in the ads.

There was an ad for it in Digital Video, November issue. Another add will be
appearing in Computer Graphics World (CGW) very soon.

-GreG

                          Thread   82
                    -=> RETURN TO CONTENTS!<=-

1.126   MSG-123 Subject: RE: NEW

Subject: RE: NEW "TRANS_MOD
Date: Friday, 11 November 1994 10:59:28
From: greg.tsadilas@hofbbs.com

Joe Cotelese:

You can have the same type of textures for the PC. Steve Blackmon wrote
several textures that are on Compuserve. Note, they are PC specific.

FRPAINT.ITX will allow you to alter the filter value by keying off of a key
color

REFPAINT.ITX will do the same with reflections.

Then there are also Steve's DE*.itx line of textures. They are DEBUMP,
DECOLOR, DEREFLECT, DEFILTER. These textures allow you to blend one texture
into another, or only apply the texture (color or bump or reflect or filter) to
just a specific area of an object. The affected area can be defined by using
an image map, or in a linear or radial fashion. These textures are invaluable
in doing something like blending DinoSkin into a Leather texture, where the
dino bumps gradually get less pronounced as they seemlessly blend into the
Leather texture bump and color pattern.

These textures and sample objects can be found in the Graphics User Group A
forum, where the Imagine section is now located. "GO GUGRPA" to get there.

-GreG

                                Thread   5
                        -=> RETURN TO CONTENTS!<=-

1.127   MSG-124 Subject: Re: Lensflare

Subject: Re: Lensflare
Date: Friday, 11 November 1994 17:30:06
From: Waland J F <walaj@essex.ac.uk>

>In my texture text it says that there is a lensflare texture and also in the
>IMTguide that RRW was so nice to share with us there is a ref. to lensflare.
>I dont know why I dont have it is there anyone else outthere that have

it was renamed 'twinkle.itx' as far as I know.

jon

                                Thread   197
                        -=> RETURN TO CONTENTS!<=-

1.128   MSG-125 Subject: Caustics / rain drops on a 'block' of water

```
Subject: Caustics / rain drops on a 'block' of water
Date:    Friday, 11 November 1994 18:22:56
From:    Waland J F <walaj@essex.ac.uk>
```

Hi, Does anyone know how to simulate the lighting effects found on the bottom
of a swimming pool/bath etc, when the surface is rippled?

I tried using the rain.itx with a water like attrbute (ie it was semi
transparent) but nothing showed up on the primative plane I placed below it
(appart from the change in colour from the water). I assume this is because
rain.itx is only a bump texture – is there a Imagine 3.0 texture
that will attempt to do what I want?

tanks in retreat,
jon

```
                      Thread         133
                  –=> RETURN TO CONTENTS!<=–
```

1.129   MSG-126 Subject: RE: NEW

```
Subject: RE: NEW "TRANS_MOD
Date:    Friday, 11 November 1994 21:50:11
From:    Ed Phillips <flaregun@udel.edu>
```

On Thu, 10 Nov 1994 greg.tsadilas@hofbbs.com wrote:

>
> Joe Cotelese:
>
> You can have the same type of textures for the PC. Steve Blackmon wrote
> several textures that are on Compuserve. Note, they are PC specific.
>

     Does anyone have Steve Blackmon's email address? Maybe we could
get him to post these textures to the IML.(??) There has been plain few
(if any) PC textures posted to the list.

     Thanks,

     Ed

```
/********************************************************************/
/* Ed Phillips  flaregun@udel.edu           University of Delaware     */
/* Jr Systems Programmer  (302) 831-6082   IT/Network and Systems Services */
/********************************************************************/
```

```
                         Thread       123
                    -=> RETURN TO CONTENTS!<=-
```

1.130   MSG-127 Subject: Re:

```
Subject: Re:
Date:    Friday, 11 November 1994 22:09:19
From:    dsan@ct.se (Dan Santos)
```

```
   -------------------------------------------------------------------
```

In a message of 09 Nov 94 Tommy Carlsson wrote on the IML:

 TC> 1. What is the Imagine Gazett and were,how can I get it.

From Impulse, If you bought Imagine directly from them, or if they got your
registration card.

 TC> 2. The update that I have read about, how do I do to get it from Sweden
and
 TC> can I get some information what the money will buy me.

Send 100 to Impulse, Impulse sends back 3.1 to you. :)

 TC> 4. In the swedish alphabet there is 3 more letters dotted a, dubble dotted

 TC> a and dubble dotted o. The spline editor will not recognize this and it
gives
 TC> me only an axel. Is there something wrong with my copy or is it somethis
that
 TC> Impulse didnt think about.

According to one of David Lettermans top ten list, the average american hate
swedes :) No big deal, just use a and o and put the dots there yourself.

 TC> 5. For last in my manual about textures there is a texture called
 TC> lightflare but I cant find it anywhere. Is it a glitch i the text or is
 TC> there a texture called lightflare. If so where can I get it.

I didn't find any lightflare.. is it on the printed manual or in the
texture.txt file?

Dan Santos (dsan@cindy.ct.se)
DigiLight Studios - 3D Animation & Image effects - +46-40-138678
+------------------+-------------------------+----------------------+

```
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality   |Sony D2/1"C/BetaSP VTRs|
+-------------------+------------------------+----------------------+
```


                          Thread   298
                   -=> RETURN TO CONTENTS!<=-

1.131   MSG-128 Subject: LASER ray

```
Subject: LASER ray
Date:    Saturday, 12 November 1994 00:06:14
From:    leyen@inf.ufrgs.br (Christian Leyen)
```

Hello all,

I have to make a "laser ray" animation and I'm looking for
a texture that can simulate some kind of heterogeneity
flowing through this ray (smoke or something like that).
What 3.0 texture does what I want? I don't have the time
to try all of them !!

thank you!

Christian Leyen (leyen@inf.ufrgs.br)

                          Thread   149
                   -=> RETURN TO CONTENTS!<=-

1.132   MSG-129 Subject: Textures (was Re: IMAGINE PRO?)

```
Subject: Textures (was Re: IMAGINE PRO?)
Date:    Saturday, 12 November 1994 00:06:48
From:    Stephen Wilkinson <wilks@lbm.com>
```

On Nov 10, 6:05pm, greg.tsadilas@hofbbs.com wrote:
[snip]
> Imagine LT (LITE) is available for the PC platform only. It is Imagine with
> the advanced animation tools removed (bones, states, kinematics, etc). It
> comes on a CD only. The CD has sample animations, images, objects, etc. The
> cost is $100, and offers an upgrade path to the full blown Imagine for $200.

I was in B.Dalton's yesterday and saw a Book/CD bundle with Imagine on

it. It seemed it was about USD $50. It came with lots of demo objects
and some animations. All for the PC.

[snip]
> There was an ad for it in Digital Video, November issue. Another add will be
> appearing in Computer Graphics World (CGW) very soon.

Speaking of CGW, the latest issue (Nov) has an advertizement for a book
on page 37 titled "Texturing and Modeling: A procedural approach" by
David Ebert, F. Musgrave, Darwyn Peachey, Ken Perlin and
Steve Worley! Is this "our" Steve Worley? It would make lots of
sense. The book looks great and comes with a 3.5" disk. There was
a snail address, but also e-mail -- app@acad.com. I'm not affiliated
with these guys, I just saw Steve's name. I don't even own Essence... :(

--

Stephen

_____
Stephen Wilkinson   wilks@lbm.com   "Programming is like pinball. The
Sr. Software Engineer   reward for doing it well is the
LB&M Associates   opportunity to do it again."
_____
#define OPINION   (myown)
#define COMPANYOPINION (~myown)

        This message created using 87% recycled neuro-transmitters

                           Thread   102
                       -=> RETURN TO CONTENTS!<=-

1.133   MSG-130 Subject: Animated frames for the global brush ...

Subject: Animated frames for the global brush ...
Date: Saturday, 12 November 1994 01:04:51
From: dlm@cvsd.cv.com (David McKell)

Hi fellow adventurers into virtual Imagine land,

Well, usually I have been able to figure things out on my own (sometimes just by
 sheer random brute force) but this time I have to conceed. Maybe it was because
 it was 1.00AM
and too many of my brain cells had already gone to bed but I finally got disgust
ed and went to bed also. So here's the question: How do you get a series of fram
es to get played to the global brush map? I went to the action editor and clicke
d on the global actor, browsed to the directory where I had saved off my anim fr
ames and then entered the max sequence number that matched the number of frames
I had. First I tried this format:

```
Brushname001
Brushname002
Etc
.
.


and then I tried this format:

Brushname.001
Brushname.002
.
.
 It did'nt seem to care whether there was a period (dot) inbetween the name and
frame number all I got was the first frame as my global brush throughout my enti
re animation.
This is probably (I hope) just one of those really obvious things I was  ←
   overlooking due to the late hour. Who can clear this up for me?

Thanks !

David McKell DLM@CVSD.CV.COM        San Diego
A4000 040 18 megs RAM  Imagine 3.0
Forge and Essence II  DCTV
and a four month old baby, whew!
```

```
                    Thread          173
               -=> RETURN TO CONTENTS!<=-
```

1.134   MSG-131 Subject: Tacking down brushes on morphing surfaces ..

```
Subject: Tacking down brushes on morphing surfaces ..
Date:     Saturday, 12 November 1994 01:24:04
From:     dlm@cvsd.cv.com (David McKell)


  -------------------------------------------------------------------------


Hi again everybody,

Can anyone tell me how to get a brush to stay tacked down when morphing an objec
t?
I had scanned in a dollar bill and then layed it down on a plane and created var
ious
states and got it to walk around but could not get the bottom edges where the "f
eet"
were to hold the brush down. I tried various combinations of the shape, grouping
 and
properties buttons when I was creating the the states but to no avail. What am I
 missing? Help !
```

Thanks !

David McKell DlM@CVSD.CV.COM   San Diego
A4000 040 18 megs RAM Imagine 3.0
Forge and essence II DCTV
and a four month old baby, whew!

                          Thread   134
                   -=> RETURN TO CONTENTS!<=-

1.135   MSG-132 Subject: Re: Transputer stuff

Subject: Re: Transputer stuff
Date: Saturday, 12 November 1994 02:33:00
From: dsan@ct.se (Dan Santos)

In a message of 11 Nov 94 BOCONNELL wrote to me:

 B> according to the documentation i have read, Cybernetica is in the process
 B> of writing a program called "the light engine". this is a program for
 B> the warp transputer. it is an optimised raytracer that loads lightwave
 B> and imagine staging files, and thusly traces them. while it would be nice
 B> if impulse would port imagine 3.x to imnos t-805 code, i think that this
 B> utility will serve the purpose well enough.

Almost too good to be true.. it would have to have all rendering features of
both Lightwave and Imagine.

 B> I am in the process of saving for a full rack of these chips. I have

Don't forget RAM for each one of those chips..

Dan Santos (dsan@cindy.ct.se)
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+------------------+------------------------+---------------------+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|
+------------------+------------------------+---------------------+

                          Thread   156
                   -=> RETURN TO CONTENTS!<=-

1.136   MSG-133 Subject: Re: Caustics / rain drops on a 'block' of water

Subject: Re: Caustics / rain drops on a 'block' of water
Date: Saturday, 12 November 1994 04:10:14
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

-------------------------TEXT-OF-YOUR-MAIL-----------------------------
> Hi, Does anyone know how to simulate the lighting effects found on the bottom
> of a swimming pool/bath etc, when the surface is rippled?
>
> I tried using the rain.itx with a water like attrbute (ie it was semi
> transparent) but nothing showed up on the primative plane I placed below it
> (appart from the change in colour from the water). I assume this is because
> rain.itx is only a bump texture – is there a Imagine 3.0 texture
> that will attempt to do what I want?
>
There is a caustics lite texture that is undocumented as far as I can
tell, but it works fine. Make an axis into a light object and then
use caustics as a texture. It produces pretty nice results when shining
on a ground with the old waves texture applied.

                        Thread   136
                   -=> RETURN TO CONTENTS!<=-

1.137   MSG-134 Subject: Re: Tacking down brushes on morphing surfaces ..

Subject: Re: Tacking down brushes on morphing surfaces ..
Date: Saturday, 12 November 1994 04:40:05
From: Ed Totman <etotman@gort.ucsd.edu>

Add the name of state you wish to use as a reference (such as "default")
in the attributes:brush/texture info:LockState box. See manual page 189.

Ed Totman
etotman@gort.ucsd.edu

On Fri, 11 Nov 1994, David McKell wrote:

> Hi again everybody,
>
> Can anyone tell me how to get a brush to stay tacked down when morphing an obj

ect?
> I had scanned in a dollar bill and then layed it down on a plane and created v
arious
> states and got it to walk around but could not get the bottom edges where the
"feet"
> were to hold the brush down. I tried various combinations of the shape, groupi
ng and
> properties buttons when I was creating the the states but to no avail. What am
 I missing? Help !
>
> Thanks !
>
> David McKell DlM@CVSD.CV.COM   San Diego
> A4000 040 18 megs RAM Imagine 3.0
> Forge and essence II DCTV
> and a four month old baby, whew!
>
>

                        Thread   182
                   -=> RETURN TO CONTENTS!<=-

1.138   MSG-135 Subject: Wha?

Subject: Wha?
Date: Saturday, 12 November 1994 05:51:11
From: Mike McCool <mikemcoo@efn.org>

Hey y'all

     Got that post, from the person advertising the new spline
modeller. He mentioned that there's a demo at-or-about-to-be on aminet.
Only the title was a long string of numbers. No letters, just numbers
dot numbers dot numbers.

     I've never seen anything down there with this kind of title, and
though he did mention that it may take a few days for it to show up, is
it going to be there under such a title, or did my mailer just babble at me?

     "128.252.134.4?"

                        Thread   137
                   -=> RETURN TO CONTENTS!<=-

1.139   MSG-136 Subject: Re: Caustics / rain drops on a 'block' of water

Subject: Re: Caustics / rain drops on a 'block' of water
Date: Saturday, 12 November 1994 06:28:31
From: dsan@ct.se (Dan Santos)

In a message of 11 Nov 94 Waland J F wrote to me:

 WJF> From: Waland J F <walaj@essex.ac.uk>
 WJF> To: imagine <imagine@email.sp.paramax.com>

 WJF> Hi, Does anyone know how to simulate the lighting effects found on the
 WJF> bottom of a swimming pool/bath etc, when the surface is rippled?

EssenceII has a texture that does exactly what you mentioned. It's called
caustics or something similar. I have used it with great success..

 WJF> jon

Dan Santos (dsan@cindy.ct.se)
DigiLight Studios - 3D Animation & Image effects - +46-40-138678
+------------------+------------------------+----------------------+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|
+------------------+------------------------+----------------------+

                        Thread   150
                  -=> RETURN TO CONTENTS!<=-

1.140   MSG-137 Subject: Re: Wha?

Subject: Re: Wha?
Date: Saturday, 12 November 1994 08:37:04
From: Roger Straub <straub@csn.org>

On Fri, 11 Nov 1994, Mike McCool wrote:

> Hey y'all
>
> modeller. He mentioned that there's a demo at-or-about-to-be on aminet.

You can find it on
tomahawk.welch.jhu.edu:/pub/LW/incoming/utils/FreeForm1_9.lha, or

```
something like that.

See ya,
      Roger
```

1.141   MSG-138 Subject: Re: Silcon graphics

```
Subject: Re: Silcon graphics
Date:     Saturday, 12 November 1994 09:48:57
From:     "Mark A. Jones" <mjones@atc.imssys.com>
```

```
On Fri, 28 Oct 1994, Darryl Lewis wrote:

> Ok, don't flame me, but I thought some of you might be interested in this.
>
> There is a strong rumour going around that Silcon Graphics is interested in
> buying the Amiga technology from the receivers.
>
> Just imagine, a high end affordable machine that could possible do realtime
> raytracing! Marry the amiga technology and silcon graphics technology and
> you could have a machine for the cost of a regular machine that would blow
> everything else away.........
>
> Darryl
>
> -- Via DLG Pro v1.0
>
>

Wishful Thinking.
```

1.142   MSG-139 Subject: Re: Oh Christmans tree?!?

```
Subject: Re: Oh Christmans tree?!?
Date:     Saturday, 12 November 1994 10:32:50
From:     "Mark A. Jones" <mjones@atc.imssys.com>
```

On Fri, 28 Oct 1994, Benjamin Choi wrote:

```
>
>
>         I'm just a newbie here, but I have been with Imagine (and TS) for quit
e
> a while.
>         Along this whole time, (as TTDDD, IM-staging) "languages" and
> "programs" came out, I was hoping thatsome of the programmer/math proficient
> Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.
>         I think that it would be perfect to generate such things as realistic
> trees, landscapes, snowflakes?... Anything that could be accurately described
> mathematically, (fractals, splines...).
>         Any takers? Am I wrong? Any ideas?
>
>
> Ben C
> b2choi@artscourse.uwaterloo.ca
>
>
>
>
 All you would need is a Raptor and your object would render in well under
TWO YEARS!
```

Thread   162
-=> RETURN TO CONTENTS!<=-

1.143   MSG-140 Subject: Sorry Could Not Find Subject!

```
Date:      Saturday, 12 November 1994 11:34:48
From:      imagine-relay@email.sp.paramax.com
```

On Sat, 5 Nov 1994, Rory Macdonald wrote:

```
> Someone must have the answer to simulating a phaser blast from the Enterprise.

> My firtst thoughts were a cylinder set as a light source but the effect was
> not very impressive (maybe it was my choice of attributes). I appologise if
> this is an obvious and repetitive question but your help would be appreciated.

> Cheers
>
```

>

I would try wrapping your first cylinder in another cylinder that is
slightly larger and made into a fog object. Adjust the fog intensity
until you achieve the effect.

                          Thread   24
                    -=> RETURN TO CONTENTS!<=-

1.144   MSG-141 Subject: Re: Reflective objects inside a glass tube!!

Subject: Re: Reflective objects inside a glass tube!!
Date: Saturday, 12 November 1994 11:57:22
From: "Mark A. Jones" <mjones@atc.imssys.com>

On Thu, 27 Oct 1994, Joe Cotellese wrote:

> Help!
>
> I've banged my head against a wall long enough, I need some help. I created
> a chrome ball, (chrome attrs plus metals texture). When I place the object
> in my scene and ray-trace it everything works OK (i.e,. properly reflects
> its environment). When I try to place the ball inside of a glass tube, it
> no longer reflects anything!!. As an experiment, I placed the ball halfway
> inbetween the tube and the outside. When I raytraced it, I got reflections
> only on the half of the ball that is outside of the tube.
>
> What's going on. I'm sure that I am not the first person to try to trace a
> reflective object inside of glass? The tube by itself renders correctly
> (can see through it and has some reflective properties).
>
> This is very frustrating and if anyone has an answer I would appreciate it.
>
> Joe Cotellese
>
>

I believe you have discovered one of the famous "behind glass" raytrace
bugs that have ALWAYS plagued Imagine. You also cant get a glass
attribute inside a glass attribute object to render! There is NOTHING you
can do but try to fake the effect (i.e. wrap a brushmap around your
sphere to imitate the sourroundings- maybe a global brushmap would work?)

                          Thread   154

1.145 MSG-142 Subject: Smoke Tutorial

```
Subject: Smoke Tutorial
Date:    Saturday, 12 November 1994 12:36:57
From:    Shinobi@ckbbs.tor.hookup.net (Shinobi)
```

```
    -------------------------------------------------------------------------
```

Can someone please e-mail me the smoke tutorial that came up awhile ago?
Thanks!!

Paul

-- Via DLG Pro v1.0

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul           Fine Lines Publications           |
* Thompson     CGI   Animations   Multimedia        *
|               Shinobi@ckbbs.tor.hookup.net        |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
```

1.146 MSG-143 Subject: Mike Halvorson

```
Subject: Mike Halvorson
Date:    Saturday, 12 November 1994 12:42:24
From:    Shinobi@ckbbs.tor.hookup.net (Shinobi)
```

```
    -------------------------------------------------------------------------
```

Can someone tell me Mike Halvorson's e-mail address? Thanks!

-- Via DLG Pro v1.0

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul           Fine Lines Publications           |
* Thompson     CGI   Animations   Multimedia        *
|               Shinobi@ckbbs.tor.hookup.net        |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
```

1.147   MSG-144 Subject: L-Parser

```
Subject: L-Parser
Date:      Saturday, 12 November 1994 13:34:18
From:      Ed Totman <etotman@gort.ucsd.edu>
```

If you have:

time, 386 or 486, Imagine3.1

check out this L-systems compiler. It creates AWESOME 3space fractals.
Ferns, lobster shapes, trees, spiders, flowers, shells, spirals, etc.,
all based on mathematical equations you can edit. It's written by
Laurens J. Lapre and you can find it on any simtel mirror such as:

ftp.cdrom.com /.2/simtel/msdos/graphics/lparser3.zip (400k)

Unzip the file then type this as an example:

go lsys00 (or use any of the other *.ls files) esc key to exit viewer

When you are ready to export dxf for imagine type:

lparser -d lsys00 (or lparser -3 lsys00 for a smaller object)

The file to load in imagine is "output.dxf". Awesome!!

Special thanks to Impulse for fixing dxf support! I also found a windoze
object editor that exports dxf and allows creation of smooth, skinned
shapes like a hand or face. Here's one ftp site:

Host plaza.aarnet.edu.au

    Location: /graphics/graphics/mirrors/uniwa.uwa.edu.au/utilities
          FILE -r--r--r--   106775 05-Nov-1994 11:13:50 winblobs.zip

A dos version also exists but the windoze version is better. Both
lparser and winblobs are freeware.

Experiment and have fun! I'll be playing with these programs for weeks!

Ed Totman
etotman@gort.ucsd.edu

1.148   MSG-145 Subject: Re: Oh Christmans tree?!?

```
Subject: Re: Oh Christmans tree?!?
Date:     Saturday, 12 November 1994 23:49:26
From:     "Mark A. Jones" <mjones@atc.imssys.com>
```

```
On Fri, 28 Oct 1994, Benjamin Choi wrote:

>
>
>         I'm just a newbie here, but I have been with Imagine (and TS) for quit
e
> a while.
>         Along this whole time, (as TTDDD, IM-staging) "languages" and
> "programs" came out, I was hoping thatsome of the programmer/math proficient
> Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.
>         I think that it would be perfect to generate such things as realistic
> trees, landscapes, snowflakes?... Anything that could be accurately described
> mathematically, (fractals, splines...).
>         Any takers? Am I wrong? Any ideas?
>
>
> Ben C
> b2choi@artscourse.uwaterloo.ca
>
>
>
>
 All you would need is a Raptor and your object would render in well under
TWO YEARS!
```

                            Thread   155
                      -=> RETURN TO CONTENTS!<=-

1.149   MSG-146 Subject: Non US characters

```
Subject: Non US characters
Date:     Sunday, 13 November 1994 19:34:34
From:     goran@abalon.se (Goeran Ehrsson)
```

```
On Thu, 10 Nov 94 01:33:00 +0100 dsan@ct.se (Dan Santos) wrote:
```

> In a message of 09 Nov 94 Tommy Carlsson wrote on the IML:
>
> TC> 4. In the swedish alphabet there is 3 more letters dotted a,
> TC> dubble dotted a and dubble dotted o. The spline editor will not
> TC> recognize this and it gives me only an axel. Is there something
> TC> wrong with my copy or is it somethis that Impulse didnt think about.
>
> According to one of David Lettermans top ten list, the average american hate
> swedes :) No big deal, just use a and o and put the dots there yourself.

I think that's a big deal for a program released in 1994!!!
It's just another example of how out-of-style-guide Imagine is!
But I still love the program... and use it almost every day.

I'd like to thank everyone who replied on my mail on how to create a good
looking christmas tree, I'm not satisfied yet, but I'm working on it...

      ..
- Goran   (the 'o' in my name should have two dots over it. :-)

--
Email: goran@abalon.se (MIME compliant)
WWW : http://www.abalon.se/~goran
EARTH: Abalon AB, Box 11129, 16111 BROMMA, SWEDEN

                         Thread   310
                      -=> RETURN TO CONTENTS!<=-

1.150   MSG-147 Subject: DIGIMAX 1.01

Subject: DIGIMAX 1.01
Date: Sunday, 13 November 1994 21:33:25
From: greg.tsadilas@hofbbs.com

Attention DigiMax owners:

The new version of the DigiMax software (v 1.01) can now be downloaded from the
Impulse Vendor support area on Compuserve, just GO ANVENA (Animation Vendor A
forum) to download the latest version. It corrects a bug when trying to save
an object that only have points and no faces. On the amiga you would only get
an error message, on the PC it is fatal.

The file is DMAXV1.LZH in the Impulse library, and contains the PC, and Amiga
ntsc & Pal versions.

-GreG

```
                        Thread         270
                   -=> RETURN TO CONTENTS!<=-
```

1.151   MSG-148 Subject: Aladdin 4D

```
Subject: Aladdin 4D
Date:     Monday, 14 November 1994 10:21:05
From:     perkins@isty-info.uvsq.fr (Sebastien PERKINS)
```

---

hi,

does anybody know if an aladdin 4d mailing list exists ? and what about an ftp s
ite ?
does anybody on the IML use Aladdin ? Please don't worry, I'm still using Imagin
e !!!

thanks,

Seb

```
                        Thread         151
                   -=> RETURN TO CONTENTS!<=-
```

1.152   MSG-149 Subject: Re: LASER ray

```
Subject: Re: LASER ray
Date:     Monday, 14 November 1994 19:14:34
From:     Patrick Sauvageau <sauvp@citi.doc.ca>
```

In <9411111737.AA23954@mate.inf.ufrgs.br>, Christian Leyen wrote:
>Hello all,
>
>I have to make a "laser ray" animation and I'm looking for
>a texture that can simulate some kind of heterogeneity
>flowing through this ray (smoke or something like that).
>What 3.0 texture does what I want? I don't have the time
>to try all of them !!
>
>thank you!
>

>Christian Leyen (leyen@inf.ufrgs.br)
>

You can use the filter noise texture. Make an axis, apply it the filter
noise and "apply to children". Make that axis the parent from the laser
beem. Now, create two state where the "textured" axis only move slowly. The
result will be that the transparency irregularity will move slowly in the
laser beam, simulating an irregular dusty atmosphere with light wind.
If you have 3.1, you may use the "clouds" texture and make the clouds morph
in time as it move.

Good luck.

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

                         Thread   120
                    -=> RETURN TO CONTENTS!<=-

1.153   MSG-150 Subject: Caustics / raindrops

Subject: Caustics / raindrops
Date: Monday, 14 November 1994 21:26:44
From: mrivers@tbag.tscs.com (Mike Rivers)

MN> There is a caustics lite texture that is undocumented as far as I can
MN> tell, but it works fine. Make an axis into a light object and then
MN> use caustics as a texture. It produces pretty nice results when
shining
MN> on a ground with the old waves texture applied.

I've heard this caustics light texture mentioned before, where did
it come from? I was under the impression that it,and some other
textures, were not included with the first few hundred copies of
Imagine3.0(the ones with the scanline ground reflection bug).
So what gives?

| Commodore failure. Press mouse button to continue |
| Guru Meditation $35000000   Task : $00000CBM |

        A4000/060/90mhz WOW! this is fast.
              140 Mips 50 Mflops.

                         Thread   67

                         -=> RETURN TO CONTENTS!<=-

1.154   MSG-151 Subject: Algorithmic Textures

Subject: Algorithmic Textures
Date: Monday, 14 November 1994 21:26:45
From: beardm@hoskyns.co.uk

Howdy Folks,

Does anyone know of a *GOOD* ftp site that has a selection of algorithic
textures for imagine 3 ?

Let me pre-empt this by saying "Please don't tell me about the IML dumping
ground at wuarchive as i can never get on it's anonymous user limit"

So any other sites would be most pleasing, i'm sure other IML'ers must get
the same frustrating reponse from wuarchive!

Laters

beardm@hoskyns.co.uk

                         Thread   209
                    -=> RETURN TO CONTENTS!<=-

1.155   MSG-152 Subject: Animated Brushmaps

Subject: Animated Brushmaps
Date: Monday, 14 November 1994 22:47:44
From: cjo <cjo@smtpgw.esrange.ssc.se>

Ted Stethem wrote;
   Has anybody gotten the animated brushmap feature to work in Imagine 3.1?
 I finally got around to trying it last night and couldn't get it to work at
all. I took a DPaint anim and used it as a brush map on a primitive sphere
object, set up a little test project and tried to render. I got an error
message saying it could not load the anim file. I went back to the detail
editor and tried a quickrender, same error message. I entered the number of
frames in the max sequence block, tried a quickrender, and got an error
message saying unable to load anim.0001. I don't know, the docs with 3.1
say you don't need to break up an animation into individual frames anymore

to use them as an animated brushmap. What gives?

I seem to recall there was something on the IML about this a couple of
months ago.

If I remember correctly (wich I'm not quite sure that I do ;)
you could try this:

Say you have an dpaint animation called "burp". Rename it "burp.0001". Apply
the brushmap with the name "burp", NOT "burp.0001". Render.

Since I haven't tried using animated brushmaps myself yet I have no idea if
this will do the trick, but I hope it will.

```
-----------------------------------------------------------------
|  Conny Joensson   |  Swedish Space Corp. Esrange           |
|  Kiruna           |  Satellite operations - Telecom Div.   |
|  Sweden           |  cjo@smtpgw.esrange.ssc.se             |
-----------------------------------------------------------------
```

                          Thread   117
                     -=> RETURN TO CONTENTS!<=-

1.156   MSG-153 Subject: Uuencode

Subject: Uuencode
Date: Monday, 14 November 1994 23:03:11
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

Help!
Can any one send me a copy of uuencode that works on WB1.3 (amiga).
My copy will not work as it needs WB2+ to work.
I have a copy of uudecode that works, so I can accept files encoded that
way.
Can any one help?
Darryl

-- Via DLG Pro v1.0

                          Thread   190
                     -=> RETURN TO CONTENTS!<=-

1.157   MSG-154 Subject: Re: Reflective objects inside a glass tube!!

Subject: Re: Reflective objects inside a glass tube!!
Date: Monday, 14 November 1994 23:57:25
From: cjo <cjo@smtpgw.esrange.ssc.se>

Mark A Jones wrote;
>On Thu, 27 Oct 1994, Joe Cotellese wrote:
>>I've banged my head against a wall long enough, I need some help. I created
>>a chrome ball, (chrome attrs plus metals texture). When I place the object
>>in my scene and ray-trace it everything works OK (i.e,. properly reflects
>>its environment). When I try to place the ball inside of a glass tube, it
>>no longer reflects anything!!. As an experiment, I placed the ball halfway
>>inbetween the tube and the outside. When I raytraced it, I got reflections
>>only on the half of the ball that is outside of the tube.

>I believe you have discovered one of the famous "behind glass" raytrace
>bugs that have ALWAYS plagued Imagine. You also cant get a glass
>attribute inside a glass attribute object to render! There is NOTHING you
>can do but try to fake the effect (i.e. wrap a brushmap around your
>sphere to imitate the sourroundings- maybe a global brushmap would work?)

This matter has been discussed before on the IML.

Sure there is a way to "make it happen".
What you should do is to make the glass-tube have both an inner AND an outer
wall (make two tubes - one slightly smaller than the other - and join them
to a single object). Then put your chrome ball inside. Render.

The secret is that the ray has to travel trough two (2) faces with
glass-attribute-settings (or any other transparent material for that
matter).

I suppose this could be a subjet that really should be added to the FAQ :-?

Conny Joensson	Swedish Space Corp. Esrange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se

                        Thread   16
                  -=> RETURN TO CONTENTS!<=-

1.158   MSG-155 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
Date: Tuesday, 15 November 1994 00:03:37
From: cjo <cjo@smtpgw.esrange.ssc.se>

Mark A Jones wrote;
>On Fri, 28 Oct 1994, Benjamin Choi wrote:
>> I'm just a newbie here, but I have been with Imagine (and TS) for quite
>>a while.
>> Along this whole time, (as TTDDD, IM-staging) "languages" and
>>"programs" came out, I was hoping thatsome of the programmer/math proficient
>>Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.
>> I think that it would be perfect to generate such things as realistic
>>trees, landscapes, snowflakes?... Anything that could be accurately described
>>mathematically, (fractals, splines...).
>> Any takers? Am I wrong? Any ideas?

>All you would need is a Raptor and your object would render in well under
>TWO YEARS!

There are a couple of PD's out there that does just what you're asking for.
Some new and some old (that produces results for Sculpt4D).
Write back to me if you are really interested (I've got the FTP addresses
somewhere but I'm not quite sure _exactly_ where, that's why I'm not
delivering them right now :-)

Conny Joensson	Swedish Space Corp. Esrange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se

                        Thread   41
                    -=> RETURN TO CONTENTS!<=-

1.159   MSG-156 Subject: Re: Transputer stuff

Subject: Re: Transputer stuff
Date: Tuesday, 15 November 1994 02:54:35
From: Douglas Rudd <rudd@plk.af.mil>

>
> according to the documentation i have read, Cybernetica is in the
> process of writing a program called "the light engine". this is a
> program for the warp transputer. it is an optimised raytracer that
> loads lightwave and imagine staging files, and thusly traces them.
> while it would be nice if impulse would port imagine 3.x to imnos t-805
> code, i think that this utility will serve the purpose well enough.
>
The problem here is Lightwave and Imagine are dynamic and if "the light
engine" is not equally dynamic, it would not reliably import new versions

of LW or Im stage files. It would be better if the respective companies
supported this board.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                          Thread   187
                    -=> RETURN TO CONTENTS!<=-

1.160   MSG-157 Subject: Re sideways jolt in anim

Subject: Re sideways jolt in anim
Date: Tuesday, 15 November 1994 04:37:19
From: D.Haines@unsw.edu.au

Yo all,

I have found anunexplained sideways jolt of objects in an animation,about
four pixels to the left, which was not a part of the camerakeyframes,and
previewed smoothly, which to me sounds just like whats happening to the
people who are experiancing a jolt when attempting to morph depth of field.

Very strange indeed.?

David Haines
College of Fine Arts
Phone: +61 +2 +339-9555
Fax: +61 +2 +339-9506

                          Thread   109
                    -=> RETURN TO CONTENTS!<=-

1.161   MSG-158 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
Date: Tuesday, 15 November 1994 05:53:05
From: plucas@vt.edu (Perry Lucas)

<Snip>
> All you would need is a Raptor and your object would render in well under
>TWO YEARS!
>
Sorry for the lack of Imagine subject matter, but I want to know
Why do I keep getting this message every couple of days? It is
becoming annoying now. . .

                    _,_/|
                    \o.O;
+-----------oOO =(___)= OOo-----------+
|Perry Lucas   U   plucas@vt.edu|
|"PJ" Diversity University |
| Telnet: erau.db.erau.edu 8888 |
| http://erau.db.erau.edu:80/~lucasp |
+------------------------------------+

                         Thread   139
                    -=> RETURN TO CONTENTS!<=-

1.162   MSG-159 Subject: Imagine.fp error message

Subject: Imagine.fp error message
Date: Tuesday, 15 November 1994 22:36:59
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

        Hi all, I finally got 3.0!!! That's the good news. I've been trying
to do Shinobi's tute on waterfalls and I keep getting the same error
message when rendering (which incidently necessitates a hard reboot) approx
every five frames of a 60 frame animation. The message reads "imagine.fp
error #800000 suspend or reboot"....close enough. Anyone seen this or can
tell me what I can do to never see it again. I'm running Imagine on a Amiga
2000.
                         Thanks in advance,

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL   bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500   (206) 957-3230
Bellevue, Wa 98005   Fax: (206) 746-1335

                          Thread   163
                  -=> RETURN TO CONTENTS!<=-

1.163   MSG-160 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
Date: Wednesday, 16 November 1994 00:30:51
From: dsan@ct.se (Dan Santos)

In a message of 14 Nov 94 Perry Lucas wrote to me:

 >> All you would need is a Raptor and your object would render in well under

 >> TWO YEARS!

 PL> Sorry for the lack of Imagine subject matter, but I want to know Why do
 PL> I keep getting this message every couple of days? It is becoming
 PL> annoying now. . .

Glad you reacted, I thought I was suffering from an extreme case of deja-vu
here. :) And Raptor, is it of any interest for Imagine users? I missed the
original message..

Dan Santos (dsan@cindy.ct.se)
DigiLight Studios - 3D Animation & Image effects - +46-40-138678
+------------------+-------------------------+---------------------+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|
+------------------+-------------------------+---------------------+

                          Thread   145
                  -=> RETURN TO CONTENTS!<=-

1.164   MSG-161 Subject: RE: Animated Brushmaps

Subject: RE: Animated Brushmaps
Date: Wednesday, 16 November 1994 01:52:20
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

  I appreciate the response and I will give it a try but I think the ANIM
loader in V3.1 is screwed up and not working right. I hope they are aware
of all the different ANIM formats including ANIM-5, ANIM-7, ANIM-8, etc.
 Who does the beta testing for Impulse anyway?
  I took the animation into AWorks and saved it out. When I loaded this
animation as a brushmap, the brushmap requestor automatically read in the
number of frames. Good, I thought, it just doesn't like DPaint animations
although DPaint is Anim-5 which is old as the hills. But then, I tried
rendering and got an error message saying "Bad Chunk Size". Good ol'
Impulse clear-as-mud error message.
  I have come to the conclusion that the ANIM loader is not working but this
doesn't surprise me since Impulse seems to have a well established history
of not getting various format loaders to work properly the first time
around. But I have faith they will fix it by V3.2 (I hope!).
  Which brings me around to another subject. Impulse has explicitly stated
they will not respond to bug reports or improvement suggestions unless they
are submitted in writing to the company. I would be willing to do this and
am open to inputs. High on my list is a close gadget for the error window,
fixing the parent button on ALL directory windows, fixing the bug with the
bones subgrouping commands (big is small and small is big), and allowing the
selection of different screen sizes. Also, scanline shadows was promised a
long time ago, and I was informed that they were investigated but deemed
unfeasible due to the excessive length in rendering times. But, 3D Studio
has scanline shadows and it is one of the fastest scanline renderers around.
 I think we could also use a documentation file for all the new effects.
 Finally, how about a documentation file explaining all these cryptic error
messages?

From: imagine-relay

                          Thread   130
                     -=> RETURN TO CONTENTS!<=-

1.165   MSG-162 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
Date: Wednesday, 16 November 1994 04:15:54
From: Ed Phillips <flaregun@udel.edu>

On Mon, 14 Nov 1994, Perry Lucas wrote:

> <Snip>
> > All you would need is a Raptor and your object would render in well under
> >TWO YEARS!
> >
> Sorry for the lack of Imagine subject matter, but I want to know

> Why do I keep getting this message every couple of days? It is
> becoming annoying now. . .
>

        Me too!

```
/************************************************************************/
/* Ed Phillips  flaregun@udel.edu              University of Delaware    */
/* Jr Systems Programmer  (302) 831-6082    IT/Network and Systems Services */
/************************************************************************/
```

                          Thread   160
                     -=> RETURN TO CONTENTS!<=-

1.166   MSG-163 Subject: Re: Imagine.fp error message

```
Subject: Re: Imagine.fp error message
Date:     Wednesday, 16 November 1994 05:12:30
From:     Kent Marshall Worley <mumu@america.net>
```

On Tue, 15 Nov 1994, Brad Molsen wrote:

>   Hi all, I finally got 3.0!!! That's the good news. I've been trying
> to do Shinobi's tute on waterfalls and I keep getting the same error
> message when rendering (which incidently necessitates a hard reboot) approx
> every five frames of a 60 frame animation. The message reads "imagine.fp
> error #800000 suspend or reboot"....close enough. Anyone seen this or can
> tell me what I can do to never see it again. I'm running Imagine on a Amiga
> 2000.
>   Thanks in advance,
>

are you running workench 1.3? I have an Amiga 500 that has plenty of ram
but I get similar crashes. I have also been told it might be the GVP hard
drive controller. Imagine 2.0 runs fine on my 500 but 2.9 and up do not.
I need to get the 2.0 rom but I have not had a chance.
 Kent Worley

                          Thread   97
                     -=> RETURN TO CONTENTS!<=-

1.167   MSG-164 Subject: Re: Mike Halvorson

Subject: Re: Mike Halvorson
Date: Wednesday, 16 November 1994 08:01:11
From: Charles Blaquiere <blaq@io.org>

On Sat, 12 Nov 1994, Shinobi wrote:

> Can someone tell me Mike Halvorson's e-mail address? Thanks!
>
>
> -- Via DLG Pro v1.0
>
> *-*
> | Paul   Fine Lines Publications |
> * Thompson   CGI   Animations   Multimedia   *
> | Shinobi@ckbbs.tor.hookup.net |
> * *-*
>

Mike can be reached at 76004.1767@compuserve.com.

                          Thread   231
                    -=> RETURN TO CONTENTS!<=-

1.168   MSG-165 Subject: Re: Paging Dr. Imagine...

Subject: Re: Paging Dr. Imagine...
Date: Wednesday, 16 November 1994 09:33:55
From: Charles Blaquiere <blaq@io.org>

Here's the address for 3DArtist:

p.o. box 4787
Santa Fe, NM 87502-4787
voice: 505/982-3532
fax: 505/820-6929
voice mail: 505/820-6929 x3
 12 issue us-subscription is $29, 6 issue sub is $16.

                          Thread   306
                    -=> RETURN TO CONTENTS!<=-

1.169   MSG-166 Subject: Re: Randomize Function Proposal

```
Subject: Re: Randomize Function Proposal
Date:     Wednesday, 16 November 1994 09:39:10
From:     Charles Blaquiere <blaq@io.org>
```

```
On Tue, 25 Oct 1994, Shinobi wrote:

> Another suggestion for Imagine:
>
> Once again I am submitting a suggestion through the IML for polishing
> before I send it off to Impulse.  I would really like to see a sort of
> Randomize function that would perform the following:
>
> o     Randomize sizes between Min and Max values
> o     Randomize position between Min and Max values
> o     Randomize alignment between Min and Max values
>
```

Great idea! And of course, like many Imagine functions, it should work on
whatever you have selected, be it objects, points, faces, or edges. I've
wanted a "point jitter" function for a long time. Additional controls
could be a set of radio buttons, to control the distribution of random
values between Min and Max: Constant, Linear, Triangle, Bell Curve;
similar to some of the Magnetism controls.

                              Thread   170
                         -=> RETURN TO CONTENTS!<=-

1.170   MSG-167 Subject: Re: Seamless Waterfalls & Fire

```
Subject: Re: Seamless Waterfalls & Fire
Date:     Wednesday, 16 November 1994 10:15:46
From:     Charles Blaquiere <blaq@io.org>
```

Paul, that trick brings to mind the old artificial log fires from the
50's -- you know, the ones with the red lightbulb and the rotating
cellophane cylinder. B^)

                              Thread   108
                         -=> RETURN TO CONTENTS!<=-

1.171   MSG-168 Subject: Textures/States problem

Subject: Textures/States problem
Date: Wednesday, 16 November 1994 11:47:19
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

Hello again everyone! I need a States expert to answer this on for me:

I want to "smear" a texture across a sphere. I tried doing this using
texture/brushmap tacking but it just wouldn't happen for me. Here's what I
did.

I created a sphere and applied ColrNoiz to it. I created a new state
(STATE1), highlighting Brushmaps/Textures and Shape. I then chose Pick
Points and selected the points along the equator. I rotated these around
the Z-axis by 10 degrees. Then I chose the points on the equator PLUS the
points just above it and below it (you have to look at the front view to
understand what I'm doing). These I rotated 10 degrees as well. I
continued doing this until all the points had been rotated.

Then I created a new state: STATE2. Once again, I highlighted
Brushmaps/Textures and Shape. But when I rendered the sphere, nothing had
happened. The texture was not "stretched" around the z-axis.

Can anyone help? Many thanks!

Paul

-- Via DLG Pro v1.0

-
| Paul   Fine Lines Publications |
* Thompson   CGI Animations Multimedia   *
| Shinobi@ckbbs.tor.hookup.net |
-

                          Thread   179
                      --=> RETURN TO CONTENTS!<=-

1.172   MSG-169 Subject: Re: Randomize Function Proposal

Subject: Re: Randomize Function Proposal
Date: Wednesday, 16 November 1994 15:13:25
From: gregory denby <gdenby@twain.helios.nd.edu>

 Charles Blaquiere agrees with Shinobi

>> I would really like to see a sort of Randomize function that would
>> perform the following:

>Great idea! ... I've wanted a "point jitter" function for a long time.

Likewise. I did write to Impulse asking for a point randomizing function
a few months ago. A second should urge them a bit more.

And, while I'm writing, let me mention some other features (again) that
I'd like to see. Does anyone else think these would be useful?

1. Snap axis to point: This item would cause the object axis to snap
to a picked point. Suppose you had laid out the shape of a wall, and
wish to add other walls, as usual, at right angles to it. Because new
points and lines originate with the same co-ords as the axis, you must
either move the axis, or the points after laying them out. If moving
the axis to a preexisting point could be automated, adding to existing
objects would be much easier.

2. Snap object to grid: Say you've made an object, such as a ceiling
light for a large room. Your room needs a few dozen of these, so you make
the needed copies. Now, positioning them nicely can be tedious. If you
could set the grid to an appropriate measure and then snap the lights
to it, one would only need to get the lights near to their exact locations,
and then snap them for perfect alignment.

Back to modeling for now

Greg Denby
gdenby@darwin.cc.nd.edu
gregory.g.denby.1@nd.edu

                        Thread   166
                   -=> RETURN TO CONTENTS!<=-

1.173   MSG-170 Subject: Re: Raptor and Two Years

Subject: Re: Raptor and Two Years
Date: Wednesday, 16 November 1994 17:50:55
From: Rob Freundlich <RSF@mother.idx.com>

>On Fri, 28 Oct 1994, Benjamin Choi wrote:

>>
>>
>>   I'm just a newbie here, but I have been with Imagine (and TS) for
>> quite a while.

>>   Along this whole time, (as TTDDD, IM-staging) "languages" and
>> "programs" came out, I was hoping thatsome of the programmer/math proficient
>> Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.
>>   I think that it would be perfect to generate such things as realistic

>> trees, landscapes, snowflakes?... Anything that could be accurately described

>> mathematically, (fractals, splines...).
>>   Any takers? Am I wrong? Any ideas?
>>
>>
>> Ben C
>> b2choi@artscourse.uwaterloo.ca
>>
>>
>>
>>
> All you would need is a Raptor and your object would render in well under
>TWO YEARS!

All you would need is a Raptor and you could read all the copies of this
message in well under TWO YEARS!

:-b

Rob Freundlich, Senior Software Engineer | Some folks you don't have
IDX Systems Corporation | to satirize, you just quote 'em.
                                         | - Tom Paxton, from "A Folk
Amiga 4000/040. deal with it. | Singer's Guide to Usenet"

                        Thread   157
                   -=> RETURN TO CONTENTS!<=-

1.174   MSG-171 Subject: Modelling and Snapping

Subject: Modelling and Snapping
Date: Wednesday, 16 November 1994 19:46:00
From: KEN_ROBERTSON@robelle.com

Check out Pagestream (well, version 2.2) for Aligning and Duplicating.
For example,. a duplicate requestor will pop up when you hit Amiga-D.
It asks for number of copies, horizontal and vertical offset. Press
'return' over the OK button (I like that)
and voila! Instant copies all over. Of course, Imagine would have to
do it in 3-D, with matix possibilities.

For alignment, Pagestream asks that you pick two (or more) objects
before opening the alignment requestor. This allows you to align up
down, left, right, or average objects i.e. bring some up and some down

to some average point.
Tricky to implement in 3-D, but as Greg Denby pinted out, it would
be nicer to align objects with their points, not their axis'.

\KenR

                          Thread   225
                    -=> RETURN TO CONTENTS!<=-

1.175   MSG-172 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 16 November 1994 22:57:14
From: Benjamin Choi <b2choi@artscourse.watstar.uwaterloo.ca>

        Perry L. (along with a few others write) wrote the following message. I
agree wholeheartedly, I didn't think I made THAT bad a comment! ;)
        No really tho' I forget the name of the program, but someone posted
something about a PC prog/utility that made some pretty interesting 3D objects,
anybody have an idea if there's an amiga program that does "all that", BTW, I
haven't had a chance to download some of the 3d object generators suggested on
this list, thanks to all who suggested.
        -Ben C-

>Return-Path: <plucas@vt.edu>
>Date: Mon, 14 Nov 1994 21:32:51 +0500
>To: imagine@email.sp.paramax.com
>From: plucas@vt.edu (Perry Lucas)
>Subject: Re: Oh Christmans tree?!?
>
><Snip>
>> All you would need is a Raptor and your object would render in well under
>>TWO YEARS!
>>
>Sorry for the lack of Imagine subject matter, but I want to know
>Why do I keep getting this message every couple of days? It is
>becoming annoying now. . .
>
>
>   _,_/|
>   \o.O;
>+----------oOO =(___)= OOo----------+
>|Perry Lucas   U   plucas@vt.edu|
>|"PJ" Diversity University |
>| Telnet: erau.db.erau.edu 8888 |
>| http://erau.db.erau.edu:80/~lucasp |
>+-----------------------------------+
>
>

1.176   MSG-173 Subject: Animation Brushmaps Update

Subject: Animation Brushmaps Update
Date: Wednesday, 16 November 1994 23:32:52
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

   OK, here is what I have found out about using the new animation brushmaps
feature in Imagine V3.1 for the Amiga:

   It does work for 640x400x16 color Deluxe Paint animations, all the time.

   Now, for the weird part. I started by trying to use some of the
animations that come with Deluxe Paint including Crying, the dog animation,
and the other two. Crying is a 320x200x64 color (EHB) anim. That one
doesn't work. In fact, what I have found is that if you use the new Show
Anim feature and that won't play the anim, then it is not useable as a
brushmap (without breaking it up into individual frames). If you try to use
Show Anim on Crying, the animation doesn't load and the directory requestor
just pops back up. What is really weird is that there are two other
animations, one called Lee's Trip or something like that and it won't load
either. It is 320x200x32 colors. But then there is another animation which
is a kind of a demo screen of several animation functions in DPaint, it is
320x200x32 colors, and it loads fine!
   I then tried several HAM Interlace animations. Almost all of these came
up with the Bad Chunk Size error message. But then I found one that loaded
fine! My problem right now is remembering if that one was saved out from
Imagine as an animation versus the others which were assembled as animations
from ADPro.
   Also, the documentation that comes with V3.1 refers to the use of 24-bit
animations, and as far as I know, there is no official ANIM format for
24-bit animations on the Amiga (excluding Magic Lantern but that is a DIFF
format). But Imagine does have its own animation format for 24-bit frames.
 I will experiment with this further but this whole thing is becoming
frustrating since I was hoping to just jump in and map existing animations I
have without having to go through the lengthy process of breaking up
animations into single frames and storing the frames to the hard drive. But
if time and hard disk space are not a concern for you, then all this is
irrelevant.

1.177   MSG-174 Subject: Textures/States problem

Subject: Textures/States problem
Date: Thursday, 17 November 1994 00:57:13
From: cjo <cjo@smtpgw.esrange.ssc.se>

Paul Thompson wrote;
>I want to "smear" a texture across a sphere. I tried doing this using
>texture/brushmap tacking but it just wouldn't happen for me. Here's what I
>did.
>
>I created a sphere and applied ColrNoiz to it. I created a new state
>(STATE1), highlighting Brushmaps/Textures and Shape. I then chose Pick
>Points and selected the points along the equator. I rotated these around
>the Z-axis by 10 degrees. Then I chose the points on the equator PLUS the
>points just above it and below it (you have to look at the front view to
>understand what I'm doing). These I rotated 10 degrees as well. I
>continued doing this until all the points had been rotated.
>
>Then I created a new state: STATE2. Once again, I highlighted
>Brushmaps/Textures and Shape. But when I rendered the sphere, nothing had
>happened. The texture was not "stretched" around the z-axis.

I could have told you from the very start that this wouldn't work!
(Great help, eh ;-)

Hmmm ... how on earth do you do this?
The only sollusion that comes to mind is:
1. Make a brushmap in a paint-program (dpaint or whatever). Note; for a
   brushmap to apply perfectly to a sphere the map has to be _exactly_ twice
   as wide as it is high (it took me a while to figure this one out)
2. Save it.
3. Smear it the way you like.
4. Save it again (with another name)
5. Enter Imagine.
6. Create your sphere.
7. Attach the first brushmap (wrap-wrap) with full-scale-value = 255.
8. Attach the second brushmap (wrap-wrap) with full-scale-value = 0.
9. Create the first state (DEFAULT).
10. Reverse the full-scale-values (1st map 255=>0, 2nd map 0=>255).
11. Create a second state.
12. Set up a short animation and render.

The basic idea is this:
You can't change the way a brushmap or arithmetical texture applies to an
object by altering the shape of the object (moving points or whatever).
To achieve what you want you have to change the parameters for the texture
or change the brushmap. Maybe you could have used the 'animated-brush-
thingie' if it would have worked (isn't that right, Impulse? ;-).
Also, one texture (or brush) won't morph into another texture (or brush).
Instead you'll have to apply two different textures (or brushes) (why not

the same texture but with different settings?) where the first have maximum
effect on the object and the second no effect what-so-ever in the beginning
of the animation, and just the opposite in the end.

Errh... quite a long a description, this became, didn't it?
I hope I have made myself clear and understandable.
(I also hope all of this is correct, if it ain't ... hey, shoot me!)

```
------------------------------------------------------------------
|   Conny Joensson    |   Swedish Space Corp. Esrange           |
|   Kiruna            |   Satellite operations - Telecom Div.   |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se             |
------------------------------------------------------------------
```

                        Thread   168
                      -=> RETURN TO CONTENTS!<=-

1.178   MSG-175 Subject: Metal textures

Subject: Metal textures
Date: Thursday, 17 November 1994 05:39:30
From: MiKE <cheng@sun.mech.uq.oz.au>

Hi all,
      This may be an old problem, but I rarely get to read IML or play
with Imagine :(
      I can't seem to get the metal texture working correctly. If I set
the attributes for a shiny polished metal surface, it comes out as a dull,
bumpy texture, dark and splotchy; and looking nothing like a metal at all.
Any takers?

MiKE (Cstar on #amiga)
  cheng@sun.mech.uq.oz.au   http://www.uq.oz.au/mecheng/home/MiKE.html
 [Alternate: e4302585@dingo.cc.uq.oz.au Michael.Cheng@lambada.oit.unc.edu]

                        Thread   176
                      -=> RETURN TO CONTENTS!<=-

1.179   MSG-176 Subject: Re: Metal textures

Subject: Re: Metal textures
Date: Thursday, 17 November 1994 06:40:03
From: Charles Blaquiere <blaq@io.org>

Mike, metal attributes need something to reflect. Unless you add a
reflection brushmap to your object, add a global environment map in
Action Ed, or use trace mode, your metal will look very dark indeed,
since most of its color will come from the reflect part, which is
reflecting pitch black emptiness.

                          Thread   180
                    -=> RETURN TO CONTENTS!<=-

1.180   MSG-177 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 17 November 1994 07:22:15
From: Charles Blaquiere <blaq@io.org>

I sent Joe a UUencoded version of a utility called Strings. It displays
all alphanumeric strings hiding in a file; when run on an Imagine object
or staging file, it will spit out all references to externals such as
textures and brushmaps. I'm sure "Strings" is on wuarchive.

                          Thread   116
                    -=> RETURN TO CONTENTS!<=-

1.181   MSG-178 Subject: Re: Textures/States problem

Subject: Re: Textures/States problem
Date: Thursday, 17 November 1994 08:39:08
From: Charles Blaquiere <blaq@io.org>

In the Attributes requester, you need to specify STATE1 as the Lock state
for your textures and brushmaps. Otherwise, sticky textures -- won't be.

                          Thread   181
                    -=> RETURN TO CONTENTS!<=-

1.182   MSG-179 Subject: Re: Textures/States problem

```
Subject: Re: Textures/States problem
Date:     Thursday, 17 November 1994 09:40:50
From:     Roger Straub <straub@csn.org>
```

```
On Wed, 16 Nov 1994, Shinobi wrote:

> Hello again everyone!  I need a States expert to answer this on for me:
>
> (STATE1), highlighting Brushmaps/Textures and Shape.  I then chose Pick
> Points and selected the points along the equator.  I rotated these around

[snip]
> Then I created a new state: STATE2.  Once again, I highlighted
> Brushmaps/Textures and Shape.  But when I rendered the sphere, nothing had
> happened.  The texture was not "stretched" around the z-axis.
>
> Can anyone help?  Many thanks!
>
> Paul

Hi, Paul!

You have to set the LockState box in the texture requestor to "STATE1"
for the smearing to work. The texture will apply as if it had been
painted onto STATE1 and then the points were pulled around, smearing the
texture.

See ya,
      Roger
```

```
                              Thread          178
                      -=> RETURN TO CONTENTS!<=-
```

1.183   MSG-180 Subject: Re: Metal textures

```
Subject: Re: Metal textures
Date:     Thursday, 17 November 1994 11:06:20
From:     "Randy R. Wall" <rrw@ecst.csuchico.edu>
```

```
> Hi all,
```

>   This may be an old problem, but I rarely get to read IML or play
> with Imagine :(
>   I can't seem to get the metal texture working correctly. If I set
> the attributes for a shiny polished metal surface, it comes out as a dull,
> bumpy texture, dark and splotchy; and looking nothing like a metal at all.
> Any takers?

Add a reflection map,ground object, global wrap in the action editor or
raytrace it with some nice objects around it..Enjoy

=RRW=

                          Thread   143
                     -=> RETURN TO CONTENTS!<=-

1.184   MSG-181 Subject: Re: Textures/States problem

Subject: Re: Textures/States problem
Date: Thursday, 17 November 1994 12:26:56
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Well, I'll give it a shot, I think you need to first set the Lockstate
in your texture or brushmap to DEFAULT, then make a state called
DEFAULT. Now you can do all the twisting and deforms you like and the
textures or wraps should twist and deform with it..Everything else you
did should be fine, but you need to make the DEFAULT state first.

=RRW=

> Hello again everyone! I need a States expert to answer this on for me:
>
> I want to "smear" a texture across a sphere. I tried doing this using
> texture/brushmap tacking but it just wouldn't happen for me. Here's what I
> did.
>
> I created a sphere and applied ColrNoiz to it. I created a new state
> (STATE1), highlighting Brushmaps/Textures and Shape. I then chose Pick
> Points and selected the points along the equator. I rotated these around
> the Z-axis by 10 degrees. Then I chose the points on the equator PLUS the
> points just above it and below it (you have to look at the front view to
> understand what I'm doing). These I rotated 10 degrees as well. I
> continued doing this until all the points had been rotated.
>
> Then I created a new state: STATE2. Once again, I highlighted
> Brushmaps/Textures and Shape. But when I rendered the sphere, nothing had
> happened. The texture was not "stretched" around the z-axis.

```
>
> Can anyone help?  Many thanks!
>
> Paul
>
> -- Via DLG Pro v1.0
>
> *-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
> | Paul              Fine Lines Publications           |
> * Thompson      CGI  Animations  Multimedia           *
> |                Shinobi@ckbbs.tor.hookup.net         |
> *-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
>
```

```
                         Thread         88
                   -=> RETURN TO CONTENTS!<=-
```


1.185   MSG-182 Subject: Texture

```
Subject: Texture "Smear"
Date:     Thursday, 17 November 1994 14:32:02
From:     Shinobi@ckbbs.tor.hookup.net (Shinobi)
```


```
   -------------------------------------------------------------------------
```


I'm not sure if I made my desires clear in my last message, so let me
clarify a point.

I want to apply a texture (or brushmap) to a sphere and tack it. Then I
want to deform the sphere and, thus, have the texture or brushmap deformed
along with it. If I can figure out how to do this I can develop some cool
techniques!!

Shinobi

-- Via DLG Pro v1.0

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul              Fine Lines Publications           |
* Thompson      CGI  Animations  Multimedia           *
|                Shinobi@ckbbs.tor.hookup.net         |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
```

```
                         Thread        204
                   -=> RETURN TO CONTENTS!<=-
```


1.186   MSG-183 Subject: Re: Modelling and Snapping

Subject: Re: Modelling and Snapping
Date: Thursday, 17 November 1994 15:15:33
From: gregory denby <gdenby@twain.helios.nd.edu>

KenR's mention of Pagestream's aligning and duplication features opens
the door to yet more improvements to ask Impulse for. When I wrote
about duplicating lights before, I used that example for a specific
reason. Namely, one can use Replicate on an object, and with a little
head scratching can place a row of polygon objects with pretty good
accuracy. But if you want many objects set to be lights, you must
copy, paste, copy paste (insert reference to Christmas Tree Raptors
here).

Ken, I hope it was just a flip of logic, and not my wonderful capacity
for expression (:-)), but what I did mean to forward was the notion
of being able to snap objects by their axis to the grid, as well as
their points.

Bye,
Greg Denby
gdenby@darwin.cc.nd.edu
gregory.g.denby.1@nd.edu

                              Thread   28
                         -=> RETURN TO CONTENTS!<=-

1.187   MSG-184 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 17 November 1994 20:01:16
From: Patrick Sauvageau <sauvp@citi.doc.ca>

In <Pine.BSI.3.91.941116231435.27580D-100000@r-node.io.org>, Charles Blaquiere w
rote:
>I sent Joe a UUencoded version of a utility called Strings. It displays
>all alphanumeric strings hiding in a file; when run on an Imagine object
>or staging file, it will spit out all references to externals such as
>textures and brushmaps. I'm sure "Strings" is on wuarchive.

I have just wrote a program that display the list of brush maps and
textures used in an object as well as the complete hierarchy of grouping.

The next step will be to allow the user to change any path/filename in an
object. It may also have an automatic conversion feature using a

correspondentce list and an amiga-pc path name conversion.

No graphic user interface since it will be source compatible with Amiga
and PC.

You may expect it to appear on the IML in a week or two.

REQUEST TO IMAGINE-PC user:

Can someone send me an object created on Imagine PC ? It's for testing
purpose. The ideal object have some level of grouping, textures and brushs.
The object dont have to represent anything, you may just use some simple
primitive or axis only.

Thank in advance.

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

                               Thread   210
                         -=> RETURN TO CONTENTS!<=-

1.188   MSG-185 Subject: No subject given

Subject: No subject given
Date: Thursday, 17 November 1994 22:08:12
From: cjo <cjo@smtpgw.esrange.ssc.se>

Benjamin Choi wrote;
>   No really tho' I forget the name of the program, but someone posted
>something about a PC prog/util that made some pretty interesting 3Dobjects,
>anybody have an idea if there's an amiga program that does "all that".

I have been discussing this privately with Arne Voigt in Denmark. He was
also loooking for "object-makers". I have collected a few during the past
weeks.

'Contour4D' and 'Tree4D' are two programs that generates landscapes and
trees respectively for Sculpt4D, so in order to use the results in Imagine
you would need a "translator" (such as Pixel 3D Pro or something).
Both programs are on Fred Fish disk #586 (wich you can find on
'nic.funet.fi' in directory 'pub/amiga/fish/').

'Fractal' generates (rather beautiful) landscapes in TTDDD-format (you'll
need 'T3DLIB' to convert to TDDD). 'Shelly' generates sea-shells.
'T3DLIB', 'Shelly', 'FreeForm' and 'Icoons' (the last two are object

editors) can all be found on any Aminet site in the 'gfx/3d' directory.
Unfortunately I can't for the life of me remember where I have gotten
'Fractal' from. It's a neat little thing (15kb packed). Write me a mail if
you are interested and I'll mail it to you privately (unless you all want me
to mail it to the IML, do you?)


```
------------------------------------------------------------------
|   Conny Joensson   |   Swedish Space Corp. Esrange           |
|   Kiruna           |   Satellite operations - Telecom Div.   |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se             |
------------------------------------------------------------------
```


                          Thread   146
                     -=> RETURN TO CONTENTS!<=-

1.189   MSG-186 Subject: LW-related stuff on aminet

Subject: LW-related stuff on aminet
Date: Thursday, 17 November 1994 22:08:27
From: di2matha@ida.his.se (Mattias Hallberg)

Hello!

Does anyone know where I can get LightWave related stuff? Is there any program
that converts Imagine<->LightWave???

/M. Hallberg - di2matha@ida.his.se

                          Thread   189
                     -=> RETURN TO CONTENTS!<=-

1.190   MSG-187 Subject: Tree Makers, good and bad

Subject: Tree Makers, good and bad
Date: Friday, 18 November 1994 11:04:04
From: Mike McCool <mikemcoo@efn.org>

Excuse my barging in on your string like this, but I keep hearing about
Tree4d, which someone was nice enough to mention last week as being on FF
#586. I rushed out and grabbed it, and then remembered that I'd seen it

eras ago and thought then that it sucked. I haven't revised my opinion.
It makes trees, but strictly in the lollipop vein. They look like
something out of Pokey and Gumby.

     The treemaker that works, at least for trunks and limbs, is a
tiny little thing called "fr." It's like 4k, and it makes gorgeous
trees. It also makes snowlfakes. It, too, has been mentioned in this
string,--but please, give it a shot and leave Tree4d alone,--unless you
rally need trees that look like a funky claymation cartoon.

     (Fire extinguisher in hand).

                         Thread   8
                    -=> RETURN TO CONTENTS!<=-

1.191   MSG-188 Subject: Announcing LIGHT-ROM (has Imagine data too!)

Subject: Announcing LIGHT-ROM (has Imagine data too!)
Date: Friday, 18 November 1994 11:55:19
From: michael@iglou.com (Michael Meshew)

==
                       L I G H T - R O M
                       General Information
                          10/23/94
========
OVERVIEW
========
In cooperation with Lightwave artist Michael Meshew, Amiga Library Services
is producing a new CD called "LIGHT-ROM". This is a 650 Mb CD-ROM dedicated
to 3D artists all over the world, and contains Lightwave objects, scene
files, textures, bump maps (JPEG, IFF, & TARGA), fonts, thumbnail
renderings, and text files with advice from the rendering pros.
It also contains a "Showcase Directory", displaying the talents of selected
Lightwave artists from all over the world.
========
CONTENTS
========
========
LIGHT-ROM Volume 1 contains the following:
     o   Lightwave 3D scene files, objects, surface attributes, and image
         sequences. All objects are also usable with trueSpace by
         Caligari, for PC compatible systems.
     o   Imagine objects, surface attributes, and text files for Amiga and
         IBM Imagine artists. (Over 100 megs of objects & text files).
     o   Sculpt 3D objects, readable by Lightwave 3D and Sculpt, for Amiga
         and Mac artists.
     o   GEO objects, readable by Lightwave 3D and Videoscape 3D, and can
         also be used with Scenery Animator 4.0.
     o   A collection of textures, images and bump maps in IFF, TARGA, and

        JPEG formats, for use in 3D packages such as Lightwave or Imagine.
    o   A collection of textures, images and bump maps in IFF, TARGA, and
        JPEG formats, for use in 3D packages such as Lightwave or Imagine.
        They are also useful as backgrounds for desktop video applications.
    o   A collection of DEM's (Digital Elevation Maps) for use in Scenery
        Animator or VistaPro. They can also be used in 3D translation
        programs to convert to 3D landscapes.
    o   An exclusive "Showcase Directory", where Lightwave artists from
        around the world can showcase their talents and skills to the rest
        of the Lightwave community, and advertise their abilities to
        potential employers.
    o   A collection of old style Toaster CG fonts and wipes.
    o   A collection of text files covering the Video Toaster and Lightwave,
        from the Internet mailing lists and from various BBS systems. These
        text files consist of advice and tips from some of the professionals
        using the Toaster and Lightwave.
        text files consist of advice and tips from some of the professionals
        using the Toaster and Lightwave.
    o   Thumbnail renderings of Lightwave objects, images, textures and
        bump maps, included for your convenience.

====================
MULTIPLATFORM CD-ROM
====================
LIGHT-ROM is a multiplatform CD-ROM. It adheres strictly to level 1
of the ISO-9660 standard, and thus can be read on almost any system that
has CD-ROM support.
When Lightwave is released for Windows, Windows NT, and the SGI, in late
1994, LIGHT-ROM will work immediately on those platforms.
=======
=======
UPDATES
=======
LIGHT-ROM will be updated at approximately 6 month intervals. Contributors
will be eligible for a free copy.
============
HOW TO ORDER
============
The retail price of LIGHT-ROM is $39.95 plus $3.95 for shipping and handling.
Orders can be sent via mail, FAX, email, or voicemail to:
        Mail: Amiga Library Services
                610 N. Alma School Road, Suite 18
                Chandler, AZ 85224-3687
                USA

                VOICE: (800) 804-0833
        Email: orders@amigalib.com

For submitting your original work, please request a submissions form from;

        Mail: Michael Meshew
                Graphic Detail
                4556 South Third Street
                Louisville, Ky. 40214   USA

         Email: michael@iglou.com

All work must be your own original creations and is subject to approval
before receiving your free copy of LIGHT-ROM. You may select either the
current issue of LIGHT-ROM or the next issue for your free copy.

LIGHT-ROM is currently listed in Creative Computer's December ad in
AmigaWorld for just $29.95 + shipping.

Creative Computers 1-800-872-8882
LIGHT-ROM item #5925

If you have any suggestions on how to improve LIGHT-ROM, please let me
know. Thank you very much!

                        Thread   195
                   -=> RETURN TO CONTENTS!<=-

1.192   MSG-189 Subject: Re: LW-related stuff on aminet

Subject: Re: LW-related stuff on aminet
Date: Friday, 18 November 1994 12:52:21
From: ASKER BRODERSEN <pt94abr@janus.pt.hk-r.se>

> Does anyone know where I can get LightWave related stuff? Is there any program

> that converts Imagine<->LightWave???
>

Check out IM2LW (Imagine To Lightwave), it can be found on Aminet.

/Asker Brodersen, pt94abr@pt.hk-r.se

                        Thread   34
                   -=> RETURN TO CONTENTS!<=-

1.193   MSG-190 Subject: Re: Uuencode

Subject: Re: Uuencode
Date: Friday, 18 November 1994 14:21:59
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

 Thanks to all who have replied. BUT please stop telling me to use ">"
 to redirect the out put to a file. It doesn't work. Why? The version
 of uuencode I have drops out if you enter more than 2 arguments and
 prints an error message. ie uuencode file file ----prints to the screen.
          uuencode file file > encoded_file ----prints
uuencode[infile]file

Is short, I know about redirection, but I have a funny version of
uuencode. I need a version which works and allows redirection or
output to a file on the amiga.
If not, I'll dissasemble the code and rewrite it as a last ditch
effort!

Darryl

-- Via DLG Pro v1.0

                        Thread   258
                    -=> RETURN TO CONTENTS!<=-

1.194   MSG-191 Subject: Re: Textures used in an object (fwd)

Subject: Re: Textures used in an object (fwd)
Date: Friday, 18 November 1994 18:35:46
From: Wayne Haufler <haufler@Starbase.NeoSoft.COM>

I think we are overlooking one good solution: TTTDD (or something like that)
This is a utility that converts object files to ASCII files, and back.
I'm sure it is on the Aminet.

Or is the Imagine 3.0 -compatible version of this not available, yet.

- Wayne Haufler

                        Thread   114
                    -=> RETURN TO CONTENTS!<=-

1.195   MSG-192 Subject: TIF -> AVI?? MPEG???

Subject: TIF -> AVI?? MPEG???
Date: Friday, 18 November 1994 18:37:23
From: Kurt Yamamoto <kurty@urfim.ucla.EDU>

Hi,
        I am using PC Imagine 2.0 and have rendered a
bunch of frames which I would like to convert to an
animation. Is there a public domain util out there which
will take a bunch of TIF's and make an mpeg or an avi
animation out of them? Could someone tell me of a good
one and maybe an FTP site from which it can be d'loaded.
        If not, I was wondering if there were any affordable
commercial products which perform the same function.
(by affordable, I mean <$50 US.

                Thanks,
                Kurt
                KurtY@urfim.ucla.edu

                        Thread   196
                     -=> RETURN TO CONTENTS!<=-

1.196   MSG-193 Subject: Re: TIF -> AVI?? MPEG???

Subject: Re: TIF -> AVI?? MPEG???
Date: Friday, 18 November 1994 19:11:37
From: Ed Totman <etotman@gort.ucsd.edu>

If you can get the frames converted to tga, try Dave's Targa Animator.
It coverts frames to an fli or flc file.

Check any simtel mirror such as ftp.cdrom.com, /.2/simtel/msdos/animate
directory. The file is dta18g-3.zip.

You are probably going to need a commercial product to make avi's
(someone please let us know if there's a pd utility that will do it).

Ed Totman
etotman@gort.ucsd.edu

On Thu, 17 Nov 1994, Kurt Yamamoto wrote:

> Hi,

```
>     I am using PC Imagine 2.0 and have rendered a
> bunch of frames which I would like to convert to an
> animation.  Is there a public domain util out there which
> will take a bunch of TIF's and make an mpeg or an avi
> animation out of them?  Could someone tell me of a good
> one and maybe an FTP site from which it can be d'loaded.
>     If not, I was wondering if there were any affordable
> commercial products which perform the same function.
> (by affordable, I mean  <$50 US.
>
>               Thanks,
>               Kurt
>               KurtY@urfim.ucla.edu
```

```
                        Thread        121
                   -=> RETURN TO CONTENTS!<=-
```

1.197   MSG-194 Subject: Sway effect?

```
Subject: Sway effect?
Date:     Saturday, 19 November 1994 02:34:22
From:     Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>
```

```
   I remember some discussion about the sway f/x a few weeks ago and how
somebody had gotten it to work.  I ended up deleting those messages.  Now, I
am trying to use the effect and can't get it to work.  It seems to me the
person that got it to work said it only worked with grouped objects?  I know
it is not working with a single object.  Tips, anyone?  Grossen vielen
danke!
```

```
                        Thread        214
                   -=> RETURN TO CONTENTS!<=-
```

1.198   MSG-195 Subject: Re: Announcing LIGHT-ROM (has Imagine data too!)

```
Subject: Re: Announcing LIGHT-ROM (has Imagine data too!)
Date:     Saturday, 19 November 1994 04:40:59
From:     MiKE <cheng@sun.mech.uq.oz.au>
```

On Fri, 18 Nov 1994, Michael Meshew wrote:

>   L I G H T - R O M
> LIGHT-ROM Volume 1 contains the following:
>   o   A collection of text files covering the Video Toaster and Lightwave,
>   from the Internet mailing lists and from various BBS systems. These

> LIGHT-ROM will be updated at approximately 6 month intervals. Contributors
> will be eligible for a free copy.

query: Does that mean everyone on IML, and everyone that has an object of
their own on there, gets a free copy?

MiKE (Cstar on #amiga)
   cheng@sun.mech.uq.oz.au   http://www.uq.oz.au/mecheng/home/MiKE.html
  [Alternate: e4302585@dingo.cc.uq.oz.au Michael.Cheng@lambada.oit.unc.edu]

                           Thread   227
                     -=> RETURN TO CONTENTS!<=-

1.199   MSG-196 Subject: Re: TIF -> AVI?? MPEG???

Subject: Re: TIF -> AVI?? MPEG???
Date: Saturday, 19 November 1994 05:26:33
From: taycock@kestrel.cqi.com

I have had some luck using Imagine 2.0 rendered Targas and OS/2's AVI
Utility, this comes with WARP in the bonus pack. Since WARP is so new I
can't guarentee how or if this process works like it should bu I was able
to get this to work. It was tricky though and I can't tell you how to
make it work everytime it was a little iffy, but thats life on the
bleeding edge.

In case you are getting your hopes up I could NOT get Imagine 2.0 to run
in a dos session under OS/2. I had to boot in DOS to render and then
reboot in OS/2 to make the files. This may be more of a hassle than it's
worth.

Good luck and let me know if you do find something that works well.

                           Thread   193
                     -=> RETURN TO CONTENTS!<=-

1.200   MSG-197 Subject: Light ROM question

Subject: Light ROM question
Date: Saturday, 19 November 1994 07:35:44
From: KEN_ROBERTSON@robelle.com

On Fri, 18 Nov 1994, Michael Meshew wrote:

>   L I G H T - R O M
> LIGHT-ROM Volume 1 contains the following:
>   o   A collection of text files covering the Video Toaster and Lightwave,
>   from the Internet mailing lists and from various BBS systems. These

> LIGHT-ROM will be updated at approximately 6 month intervals. Contributors
> will be eligible for a free copy.

Does the light ROM only have PD stuff on it? If so, is anyone
making any money on this? The idea of PD stuff is that it
is not suppposed to be re-sold for profit.

Using some of these objects in commercial applications may
certainly break some copyright laws.
\KenR

                       Thread   203
                 -=> RETURN TO CONTENTS!<=-

1.201   MSG-198 Subject: Fractal tree creator?

Subject: Fractal tree creator?
Date: Saturday, 19 November 1994 10:53:43
From: "Frank.VanDerAuwera" <fvdauwer@psws.uia.ac.be>

A few days ago there was a message about two fractal tree generators, one
of which made play-doh style trees, and the other one was reviewed as good.
Unfortunately, my mailer crashed and I lost my temp. store of messages,
so I can't find the reference to that program anymore. I seem to remember
it was called "fre" or "fr" or something like that. Can anyone point me
to what it is and specially, where to find it? (ADT "find" with "fractal"
or "tree" doesn't find it)

Thanks!
:--
:   :

```
: /\_/\                      Frank "Ferenc Ulfson" Van der Auwera      :
: ( \ / )                                                             :
: \   /    Run swiftly, run silent, for                              :
:  \O/     Thou art the Brotherhood                                  :
:          of Hunters in the Night,                                  :
:          and Mankind thine Enemy                                   :
: fvdauwer@uia.ac.be                                                 :
: (fauwera@lib.ua.ac.be)                                             :
:                                                                    :
: (UIA-library, Antwerp, Belgium)                                    :
:--------------------------------------------------------------------:
```

                          Thread   229
                    -=> RETURN TO CONTENTS!<=-

1.202   MSG-199 Subject: Aminet pix/imagi

```
Subject: Aminet pix/imagi
Date:    Saturday, 19 November 1994 12:22:33
From:    Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>
```

```
   ----------------------------------------------------------------------
```

Hi all,

Earlier this week I uploaded my latest imagine rendering of a hairy tarantula
spider to aminet at ftp.eunet.ch , with a target directory of pix/trace.

However, it has now appeared in pix/imagi ! Looks like we've got our own
directory. There's also one called real3 (can't think why). Further, this
directory exists on other sites – at ftp.luth.se it exists but is empty, and
at wuarchive.wustl.edu it exists and has different files in it! Methinks
the mirroring is not working properly.

Does anyone know who to contact to query what's happening, since it would now
appear that if you put the word Imagine in the short description, your upload
may not reflect around the other sites.

Incidentally, the wuarchive pix/imagi directory appears to contain some stuff
that was on the old boing archive (ex-IML landfill).

Andrew Nunn
apn@moby.demon.co.uk

                          Thread   64
                    -=> RETURN TO CONTENTS!<=-

1.203   MSG-200 Subject: Re: Light ROM question

Subject: Re: Light ROM question
Date: Saturday, 19 November 1994 13:37:11
From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

> >   L I G H T - R O M
> > LIGHT-ROM Volume 1 contains the following:
> >   o   A collection of text files covering the Video Toaster and Lightwave,

> >   from the Internet mailing lists and from various BBS systems. These

>
> > LIGHT-ROM will be updated at approximately 6 month intervals. Contributors
> > will be eligible for a free copy.
>
> Does the light ROM only have PD stuff on it? If so, is anyone making any
> money on this? The idea of PD stuff is that it is not suppposed to be
> re-sold for profit.
> Using some of these objects in commercial applications may certainly break
> some copyright laws.

It appears to be a similar idea to Syndesis 3D-ROMs ie if your stuff is on it,
then you get a free one. However, I know that Syndesis required everyone to
sign a form which cleared any copyright difficulties.

Incidentally, I believe Fred Fish is going to release a Lightwave and others
CD at the end of November.

It appears that many PD sellers just don't care though. I've uploaded a few
of the Imagine objects I have created in the past to a few bulletin boards.
However, only this week I got the new CDPD 4 disk and found two of them on it,
along with a load of other Imagine objects. All read.mes and credit files
had been removed. I've also seen PD suppliers advertising objects which they
must have downloaded from BBS's.

The worst incident I personally have experianced is with the UK magazine
Amiga User International, who printed two of my Imagine renderings (which
again they must have downloaded from a BBS) as part of an article on 3D.
However, my signature had been carefully cropped off the bottom of the
pictures!

I guess the only way to guarantee your copyright is don't upload anything
to anywhere and always use a condom :)

Andrew Nunn
apn@moby.demon.co.uk

                              Thread   267
                       -=> RETURN TO CONTENTS!<=-

1.204   MSG-201 Subject: Re: Light ROM question

```
Subject: Re: Light ROM question
Date:     Saturday, 19 November 1994 16:17:02
From:     cjo <cjo@smtpgw.esrange.ssc.se>
```

>I guess the only way to guarantee your copyright is don't upload anything
>to anywhere and always use a condom :)
>
>Andrew Nunn

Right ;-]

Conny J

                          Thread   200
                    -=> RETURN TO CONTENTS!<=-

1.205   MSG-202 Subject: Re: Texture

```
Subject: Re: Texture "Smear"
Date:     Sunday, 20 November 1994 06:38:41
From:     "Randy R. Wall" <rrw@ecst.csuchico.edu>
```

> I'm not sure if I made my desires clear in my last message, so let me
> clarify a point.
>
> I want to apply a texture (or brushmap) to a sphere and tack it. Then I
> want to deform the sphere and, thus, have the texture or brushmap deformed
> along with it. If I can figure out how to do this I can develop some cool
> techniques!!

Well, heres what I posted to someone else who wanted to do the same
thing, this was only a few days ago. But I'll just paste it here so you
can read it again:

Well, I'll give it a shot, I think you need to first set the Lockstate
in your texture or brushmap to DEFAULT, then make a state called
DEFAULT. Now you can do all the twisting and deforms you like and the
textures or wraps should twist and deform with it..Everything else you
did should be fine, but you need to make the DEFAULT state first.

everything else in this statement would be to make some new states with

the deformations you want.. Hope this helps?

=RRW=

<div align="center">
Thread   208
-=> RETURN TO CONTENTS!<=-
</div>

1.206   MSG-203 Subject: Re: Light ROM question

Subject: Re: Light ROM question
Date: Sunday, 20 November 1994 08:38:48
From: "Mark A. Jones" <mjones@atc.atc.imssys.com>

On Sat, 19 Nov 1994, Andrew Nunn wrote:

> > >   L I G H T - R O M
> > > LIGHT-ROM Volume 1 contains the following:
> > >   o   A collection of text files covering the Video Toaster and Lightwav
e,
> > >   from the Internet mailing lists and from various BBS systems. The
se
> >
> > > LIGHT-ROM will be updated at approximately 6 month intervals. Contributor
s
> > > will be eligible for a free copy.
> >
> > Does the light ROM only have PD stuff on it? If so, is anyone making any
> > money on this? The idea of PD stuff is that it is not suppposed to be
> > re-sold for profit.
> > Using some of these objects in commercial applications may certainly break
> > some copyright laws.
>
> It appears to be a similar idea to Syndesis 3D-ROMs ie if your stuff is on it,

> then you get a free one. However, I know that Syndesis required everyone to
> sign a form which cleared any copyright difficulties.
>
> Incidentally, I believe Fred Fish is going to release a Lightwave and others
> CD at the end of November.
>
> It appears that many PD sellers just don't care though. I've uploaded a few
> of the Imagine objects I have created in the past to a few bulletin boards.
> However, only this week I got the new CDPD 4 disk and found two of them on it,

> along with a load of other Imagine objects. All read.mes and credit files
> had been removed. I've also seen PD suppliers advertising objects which they

> must have downloaded from BBS's.
>
> The worst incident I personally have experianced is with the UK magazine
> Amiga User International, who printed two of my Imagine renderings (which
> again they must have downloaded from a BBS) as part of an article on 3D.
> However, my signature had been carefully cropped off the bottom of the
> pictures!
>
> I guess the only way to guarantee your copyright is don't upload anything
> to anywhere and always use a condom :)
>
> Andrew Nunn
> apn@moby.demon.co.uk
>

Copyright notices only hold some weight in this country. You would need
an international copyright to keep a Euro-rag from stealing your work.

                              Thread   201
                        -=> RETURN TO CONTENTS!<=-

1.207   MSG-204 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Sunday, 20 November 1994 19:01:12
From: cjo <cjo@smtpgw.esrange.ssc.se>

Randy Wall wrote;
>I think you need to first set the Lockstate
>in your texture or brushmap to DEFAULT, then make a state called
>DEFAULT. Now you can do all the twisting and deforms you like and the
>textures or wraps should twist and deform with it..Everything else you
>did should be fine, but you need to make the DEFAULT state first.

>everything else in this statement would be to make some new states with
>the deformations you want.. Hope this helps?

I tried it, but I can't make it work :-(
Here is what I did:
1. Created a default plane (100, 100, 10, 10)
2. Applied the texture "quilt" with default values
3. Created state "DEFAULT" (object/grouping, shape, texture)
4. Attributes, Info, Lockstate=DEFAULT
5. Moved points +x (most of them, not all)
6. Created a new state ("BURP", object/grouping, shape)
7. Quickrendered both states
8. :-(((

Did I do anything wrong?

Anyone?
Randy?


```
------------------------------------------------------------------
|   Conny Joensson    |   Swedish Space Corp. Esrange          |
|   Kiruna            |   Satellite operations - Telecom Div.  |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se            |
------------------------------------------------------------------
```


```
                        Thread        202
                    -=> RETURN TO CONTENTS!<=-
```


1.208   MSG-205 Subject: Glas in Imagine

```
Subject: Glas in Imagine
Date:      Monday, 21 November 1994 12:19:23
From:      Mikael_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)
```


```
    --------------------------------------------------------------------------
```


A friend of mine made a very nice picture of a glas in REAL3D 2.x. I told him
that is wasn't any problem doing that with Imagine 3. I went home and tried,
tried and tried... :-). Something is (still) wierd about how Imagine renders
glas. I've made a simple vine glas with 255.255.255 on attribute filter. I've
checked the object so it closed (made it with Extrude-spin). I've made some
background objects, sky and ground. It get dark spots at edges and where the
glas is rather thick. And where light passes through two walls of glas the
distortion is too big.

The object:

```
                    _        _
                   | |      | |
  light  ----> | | ---> | | ---> = mutch distortion, allmost as it was
                \ \____/ /          filled with water.
                 \_    _/
                   |  |
                   |  |
                  /    \
                  ------
```
I've tried: Multiple lightsources, diffrent filter values, specularity
differences, background ambient.... Doesn't seem to help.

Any hints how to make glas look like glas in Imagine? I don't like beeing
beaten by REAL 3D.. :-)

/micce


```
 .--
 | FidoNet: 2:201/411.36   Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
 | CompuServe: 100303,2117 Internet: micce@aktiv.se (work)                |
```

--’

1.209   MSG-206 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Monday, 21 November 1994 14:08:31
From: gregory denby <gdenby@twain.helios.nd.edu>

Conny Joensson writes...
>I tried it, but I can’t make it work :-(
>Here is what I did:
>1...
>2...
>3 Created state "DEFAULT" (object/grouping, shape, texture)
>4 Attributes, Info, Lockstate=DEFAULT
>5....
etc.

I think the problem may be the order you used in steps 3 & 4. I tried
the same thing, but reversed the procedure. In step 3, I added the
quilt texture and set it to lock to default. Then I created the state.
It worked just fine. I also tried the frog skin texture on a many
segmented cube, which I then twisted. The splotches stretched quite
nicely.

Does this work for you?

Greg Denby

1.210   MSG-207 Subject: Brushmap resolution

Subject: Brushmap resolution
Date: Tuesday, 22 November 1994 01:03:46
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

        Hi all, Just curious, did some brushmap stuff yesterday. I wasn't
satisfied with how the image translated from Deluxe Paint to Imagine. It
was washed out looking something like watercolors...no hard lines or edges.
The original Dpaint image was hi-res, does low or medium res images make
the translation to Imagine brushmap any better? Is it the paint program,
the resolution, or God forbid Imagine?
                              Thanks in advance,
                                    Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL   bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500   (206) 957-3230
Bellevue, Wa 98005   Fax: (206) 746-1335

                         Thread   213
                    -=> RETURN TO CONTENTS!<=-

1.211   MSG-208 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 03:17:03
From: Kent Marshall Worley <mumu@america.net>

On Sun, 20 Nov 1994, cjo wrote:

> Randy Wall wrote;
> >I think you need to first set the Lockstate
> >in your texture or brushmap to DEFAULT, then make a state called
> >DEFAULT. Now you can do all the twisting and deforms you like and the
> >textures or wraps should twist and deform with it..Everything else you
> >did should be fine, but you need to make the DEFAULT state first.
>
> I tried it, but I can't make it work :-(
> Here is what I did:
> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Created state "DEFAULT" (object/grouping, shape, texture)
> 4. Attributes, Info, Lockstate=DEFAULT
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape)
> 7. Quickrendered both states
> 8. :-(((
>

```
> Did I do anything wrong?
> Anyone?
> Randy?

are you using 3.1 ? This feature did not work in 3.0
    Kent Worley
```

1.212   MSG-209 Subject: Re: Amiga-PC connection

```
Subject: Re: Amiga-PC connection
Date:     Tuesday, 22 November 1994 03:49:06
From:     Kent Marshall Worley <mumu@america.net>
```

```
On Fri, 28 Oct 1994, Nikola Vukovljak wrote:

> There is something like Parnet (or at least it uses the Parallel port) to
> connect between Amiga and PC. In fact you can also use it to connect 2
> Amigas or 2 PC's.
>
> It is a commercial package (Cable + software) made by Legendary Design
> Technologies in Canada.
>
> The cost is pretty good though (US$ 59.95) so I've just ordered one.
> The software on the PC runs through Windows, and on the Amiga - via WB.
>
> If anyone is interested as to how well this works E-mail me in about 2
> weeks (after I get it and use it) and I'll let you know.
> The makers claim speeds faster than Parnet.
>
> I hope that it is. It'll make transferring files (especially images) from
> the PC to the Amiga much easier.
>
> Nik.
> nvukovlj@extro.ucc.su.oz.au
>
 I was just curious if this package worked out. How well does it compare
to parnet?
  Kent Worley
```

1.213   MSG-210 Subject: Textures, Scripts, Bugs and a Hello!

Subject: Textures, Scripts, Bugs and a Hello!
Date: Tuesday, 22 November 1994 05:18:37
From: Craig Brown <CBB105@PSUVM.PSU.EDU>

 %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%%

Greetings from a new subscriber. About a month ago I uploaded some
new textures to Aminet (gfx/3d/IITextures.lha) for the Amiga version
of Imagine 3.x. They only work on 020+FPU machines, sorry INT users.
Thought I would let you know here. I also have ARexx scripts that will
do things like expand the length of an animation while keeping all the
timing correct. Usefull if you want to make that 30 frame animation into
a smoother 120 frame one but don't want to manually change the start/end
frames for every single bar! Yuck. I also have one to scale every
object in a scene too, if you want to try shrinking it to decrease
rendering times. I have a third one that can 'jitter' an object by
randomly moving every point by a user defined amount. Would it be ok
to post them here? The three scripts together are about 10K total.

Speaking of scaling your scene to reduce times.. does this work?
I tried on a very complex scene and it just made it much slower.

I just got 3.1 and patched it to use full overscan. While playing
around I discovered some interesting things. I had been using a
promotion utility to expand Imagine, but got strange results when
rotation large objects sometimes. I found that if you patch the
executable it displays everything perfectly. I never have any problems
with messed up graphics. However, the value for height is stored
as a SIGNED CHARACTER in the binary. :(That means the maximum value is
127, which limits your height to 508 lines! I have patched Imagine
to use a 1280x508 screen, and it works just fine if you ignore the
terrible aspect ratio. No errors with rotations or moves at all.
I only have an A300, but I bet if somone with an AGA machine patched
the screen to 1280x400 in the executable, and promoted it to a
SuperHires-Interlace screen it would work great. Let me know if
anyone tries this and it works/crashes.

I also found a bug in 3.0 and is still in 3.1. I have to send a
fax off to Impulse about this one. Try this.. add a sphere, go
into select points, box-select the upper half and Join them. That
works. Select UNDO so you have the points selected again. Now
do exactly this... select Move and then Ok. Now join again...
what is this? If you select Check Object from the object menu
it gives about a million errors. Now.. if you deselect the points
and then reselect them before the join, it works fine. Bug!

I read up to IML-archive #54 (Oct 3rd) and didn't see any mention of
the above, hope it wasn't discussed already.

--

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
                          (ARexx! Imagine *NEEDS* ARexx! Pleeeeeeease? :-)

                              Thread   219
                         -=> RETURN TO CONTENTS!<=-

1.214   MSG-211 Subject: 3.2

Subject: 3.2
Date: Tuesday, 22 November 1994 06:48:28
From: JohnS91804@aol.com

I just recieved imagine 3.1 in the mail and it has some cool stuff in
it. Just wanted to know if anyone has heard of whats in store for us
with 3.2 and eventually 4.0. I bet we would all like some hints!

                              Thread   70
                         -=> RETURN TO CONTENTS!<=-

1.215   MSG-212 Subject: Brushmaps

Subject: Brushmaps
Date: Tuesday, 22 November 1994 07:44:12
From: Steve Lee <link@u.washington.edu>

   With all this talk about textures, does anyone have any good
repeatable brushmaps? wood, marble, stone, etc.. :) Thanx!

We may not pay Satan reverence, for that would be indiscreet, but we can at
least respect his talents.

  Mark Twain (1835-1910)
---   NewSIG 1.22   538/593   ---

                              Thread   253
                         -=> RETURN TO CONTENTS!<=-

1.216   MSG-213 Subject: Re: Brushmap resolution

```
Subject: Re: Brushmap resolution
Date:    Tuesday, 22 November 1994 09:14:12
From:    Charles Blaquiere <blaq@io.org>
```

```
            ------------------------------------------------------------------------
```

On Mon, 21 Nov 1994, Brad Molsen wrote:

>   Hi all, Just curious, did some brushmap stuff yesterday. I wasn't
> satisfied with how the image translated from Deluxe Paint to Imagine. It
> was washed out looking something like watercolors...no hard lines or edges.
> The original Dpaint image was hi-res, does low or medium res images make
> the translation to Imagine brushmap any better? Is it the paint program,
> the resolution, or God forbid Imagine?

Imagine always anti-aliases brushmaps. I feel your soft-edge effect was
caused by the pixel averaging that goes on when Imagine computes the
brushmap color at a certain spot. Were you zoomed-in on your object? This
would make the brushmap look like a large blurry mess.

A long time ago, I asked Impulse for a checkbox in all brushmap
requesters, to allow me to turn antialiasing OFF if I wanted to. (Default
would be on, of course) I gave them 3 realistic and creative scenarios
where this would be useful. (Pop quiz! Can you think one up?) It still
hasn't made the program, even though it would be a trivial change to the
brushmap code.

```
                          Thread       222
                    -=> RETURN TO CONTENTS!<=-
```

1.217   MSG-214 Subject: Re: Sway effect?

```
Subject: Re: Sway effect?
Date:    Tuesday, 22 November 1994 09:15:44
From:    Charles Blaquiere <blaq@io.org>
```

```
            ------------------------------------------------------------------------
```

As I remember, Sway is applied to the parent of a group. It will not
affect the parent, but every child will acquire the swaying motion.

```
                          Thread       131
                    -=> RETURN TO CONTENTS!<=-
```

1.218 MSG-215 Subject: Re: Modelling and Snapping

```
Subject: Re: Modelling and Snapping
Date:     Tuesday, 22 November 1994 10:01:11
From:     Charles Blaquiere <blaq@io.org>
```


```
      --------------------------------------------------------------------------
```


```
On Thu, 17 Nov 1994, gregory denby wrote:
```


```
>
> KenR's mention of Pagestream's aligning and duplication features opens
> the door to yet more improvements to ask Impulse for.  When I wrote
> about duplicating lights before, I used that example for a specific
> reason.  Namely, one can use Replicate on an object, and with a little
> head scratching can place a row of polygon objects with pretty good
> accuracy.  But if you want many objects set to be lights, you must
> copy, paste, copy paste (insert reference to Christmas Tree Raptors
> here).
>
```


```
Gregory, perhaps you could select one of the replicated light objects,
give it the proper attributes (including "light"), then
Shift-RightAmiga-A to multi-select all of them, and use Functions | Apply
to copy those attributes from the one object onto the group? Shades of
Spock, gasping for air, whispering "the attributes of the one... outweigh
the attributes of the many." <ducking & running>
```


```
                    Thread        183
                => RETURN TO CONTENTS!<=-
```


1.219 MSG-216 Subject: Re: Glas in Imagine

```
Subject: Re: Glas in Imagine
Date:     Tuesday, 22 November 1994 10:50:08
From:     Charles Blaquiere <blaq@io.org>
```


```
      --------------------------------------------------------------------------
```


```
On Mon, 21 Nov 1994, Mikael Ostergren wrote:
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```
>
> A friend of mine made a very nice picture of a glas in REAL3D 2.x. I told him

> that is wasn't any problem doing that with Imagine 3. I went home and tried,
> tried and tried... :-). Something is (still) wierd about how Imagine renders
> glas. I've made a simple vine glas with 255.255.255 on attribute filter. I've

> checked the object so it closed (made it with Extrude-spin). I've made some
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> background objects, sky and ground. It get dark spots at edges and where the
> glas is rather thick. And where light passes through two walls of glas the
> distortion is too big.
>
> The object:
>   _   _
> | | | |
>   light ----> | | ---> | | ---> = mutch distortion, allmost as it was
>   \ ____/ /   filled with water.
>   _   _/
> | |
> | |
>   /   \
>   ------

1) To reduce the amount of distortion, bring down the refraction index. A
value of 1.0 is the index for air, giving you no refraction; something
like 1.1 may be what you need.

2) The black areas (I assume you're tracing?) are probably spots where
Imagine gave up, threw up its virtual hands, and plotted a black pixel,
because the number of reflected/refracted rays surpassed RDSP, the
Resolve Depth. Go to Preferences and increase this parameter, and see if
your black areas shrink or disappear. Warning: this would indicate areas
where Imagine has to spend a lot of time rendering! I hope you're not
creating a 300-frame animation, or else you'd better have a lot of time
on your hands.

                         Thread   234
                    -=> RETURN TO CONTENTS!<=-

1.220   MSG-217 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 11:40:22
From: Charles Blaquiere <blaq@io.org>

On Thu, 17 Nov 1994, Shinobi wrote:

> I want to apply a texture (or brushmap) to a sphere and tack it. Then I
> want to deform the sphere and, thus, have the texture or brushmap deformed
> along with it. If I can figure out how to do this I can develop some cool
> techniques!!

Add a primitive sphere. Add a state, accept the name DEFAULT. Set
attributes, including the brushmap you wish to tack. In the brushmap
requester, enter DEFAULT as the Lock State. (As a side note, never use this
state when morphing in the action editor. If you wish, you can
immediately make a copy of the DEFAULT state, call it START, and use

that in the action ed.)

Then do whatever you wish to your sphere: fold, staple, mutilate it!
Create a new state, call it DEFORMED. Do a quickrender: the brushmap will
follow the deformations, because you gave it a state to lock on to.

                              Thread   218
                         -=> RETURN TO CONTENTS!<=-

1.221   MSG-218 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 12:19:13
From: Charles Blaquiere <blaq@io.org>

On Sun, 20 Nov 1994, cjo wrote:

> 2. Applied the texture "quilt" with default values
> 3. Created state "DEFAULT" (object/grouping, shape, texture)
> 4. Attributes, Info, Lockstate=DEFAULT
>

When you created the default state the brushmap's lock state was not set
yet. I think this is what caused the problem. By reversing the steps, I
was able to achieve the effect you wanted, as did other on the list.

                              Thread   282
                         -=> RETURN TO CONTENTS!<=-

1.222   MSG-219 Subject: Re: Textures, Scripts, Bugs and a Hello!

Subject: Re: Textures, Scripts, Bugs and a Hello!
Date: Tuesday, 22 November 1994 12:34:19
From: Charles Blaquiere <blaq@io.org>

On Mon, 21 Nov 1994, Craig Brown wrote:

> randomly moving every point by a user defined amount. Would it be ok
> to post them here? The three scripts together are about 10K total.
>
> Speaking of scaling your scene to reduce times.. does this work?

> I tried on a very complex scene and it just made it much slower.

I would love to see your scripts! I think their length does not go beyond
the limits of good taste and polite posting. As for scaling objects, you
need to scale everything in your scene _up_ to decrease render times.

                          Thread   174
                    -=> RETURN TO CONTENTS!<=-

1.223   MSG-220 Subject: Re: Brushmap resolution

Subject: Re: Brushmap resolution
Date: Tuesday, 22 November 1994 13:01:44
From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

Brad Molsen wrote:

> Just curious, did some brushmap stuff yesterday. I wasn't
> satisfied with how the image translated from Deluxe Paint to Imagine. It
> was washed out looking something like watercolors...no hard lines or edges.
> The original Dpaint image was hi-res, does low or medium res images make
> the translation to Imagine brushmap any better? Is it the paint program,
> the resolution, or God forbid Imagine?

I haven't had any such problems with versions of Imagine up to 3.0 and DPaint
IV 4.1. Is it possible that you are getting some interference from another
texture or brush?

Andrew Nunn
apn@moby.demon.co.uk

                          Thread   212
                    -=> RETURN TO CONTENTS!<=-

1.224   MSG-221 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 14:19:54
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

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> I tried it, but I can't make it work :-(
> Here is what I did:
> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Created state "DEFAULT" (object/grouping, shape, texture)
> 4. Attributes, Info, Lockstate=DEFAULT
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape)
> 7. Quickrendered both states
> 8. :-(((
>
> Did I do anything wrong?

Well maybe
try it this way:

> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Attributes, Info, Lockstate=DEFAULT
> 4. Created state "DEFAULT" (object/grouping, shape, texture)
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape, texture)
> 7. Quickrendered both states

as you can see I moved 4 to position 3 and 3 to 4, as well as adding the
texture button to 6, which is probably were the problem lies.

Oh well hope this gets your textures to do the twist..

=RRW=
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                           Thread         217
                    -=> RETURN TO CONTENTS!<=-
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1.225   MSG-222 Subject: Re: Brushmap resolution

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Subject: Re: Brushmap resolution
Date:     Tuesday, 22 November 1994 14:32:02
From:     "Randy R. Wall" <rrw@ecst.csuchico.edu>
```

```
>          Hi all, Just curious, did some brushmap stuff yesterday. I wasn't
> satisfied with how the image translated from Deluxe Paint to Imagine. It
> was washed out looking something like watercolors...no hard lines or edges.
> The original Dpaint image was hi-res, does low or medium res images make
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> the translation to Imagine brushmap any better? Is it the paint program,
> the resolution, or God forbid Imagine?

hehehhe! well, God may forbid it. But Impulse didn't, its Imagine..

=RRW=

                              Thread   220
                      -=> RETURN TO CONTENTS!<=-

1.226   MSG-223 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 16:34:54
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> are you using 3.1 ? This feature did not work in 3.0
>   Kent Worley

I think you have him mistaken for trying to do a texture morph, that did
not work, but the Lockstates does. Well that is if you do it right..

=RRW=

                              Thread   206
                      -=> RETURN TO CONTENTS!<=-

1.227   MSG-224 Subject: Re: Glas in Imagine

Subject: Re: Glas in Imagine
Date: Tuesday, 22 November 1994 16:37:59
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Hmmm. well I would like to know what you mean by background objects, sky
and ground. If these are actual objects than this could be why you are

getting black areas, as these objects are only being rendered on part of
the glass. If there is any space between the sky and ground it will show
up black or whatever colors you may set in the Global Requester.Even
though you may not see it in the camera, raytracing works in 360 degrees
so if there is any opening it will show threw. For your sky I would
suggest using a Global brushwrap in the Action editor. If you do this it
should help solve this problem. You might also try setting your ambient
light in globals to around 80,80,80.

As for a nice Glass.Attribute, try the one that comes with Imagine, it
renders fairly fast and looks good when raytraced.

=RRW=

> A friend of mine made a very nice picture of a glas in REAL3D 2.x. I told him

> that is wasn't any problem doing that with Imagine 3. I went home and tried,
> tried and tried... :-). Something is (still) wierd about how Imagine renders
> glas. I've made a simple vine glas with 255.255.255 on attribute filter. I've

> checked the object so it closed (made it with Extrude-spin). I've made some
> background objects, sky and ground. It get dark spots at edges and where the
> glas is rather thick. And where light passes through two walls of glas the
> distortion is too big.
>
> The object:
>   _   _
> | | | |
>   light ----> | | ---> | | ---> = mutch distortion, allmost as it was
>   \ ____/ /   filled with water.
>   _   _/
> | |
> | |
>   /   \
>   ------
> I've tried: Multiple lightsources, diffrent filter values, specularity
> differences, background ambient.... Doesn't seem to help.
>
> Any hints how to make glas look like glas in Imagine? I don't like beeing
> beaten by REAL 3D.. :-)
>
> /micce
>
>
> .--
> | FidoNet: 2:201/411.36   Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
> | CompuServe: 100303,2117 Internet: micce@aktiv.se (work) |
>   --'
>

                          Thread   216
                    -=> RETURN TO CONTENTS!<=-

1.228   MSG-225 Subject: Re: Modelling and Snapping

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Subject: Re: Modelling and Snapping
Date:     Tuesday, 22 November 1994 20:30:56
From:     gregory denby <gdenby@twain.helios.nd.edu>
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Charles Blaquiere replies:

>>... Namely, one can use Replicate on an object, and with a little
>> head scratching can place a row of polygon objects with pretty good
>> accuracy. But if you want many objects set to be lights, you must
>> copy, paste, copy paste...

>Gregory, perhaps you could select one of the replicated light objects,
>give it the proper attributes (including "light"), then
>Shift-RightAmiga-A to multi-select all of them, and use Functions | Apply
>to copy those attributes from the one object onto the group? Shades of
>Spock, gasping for air, whispering "the attributes of the one... outweigh
>the attributes of the many." <ducking & running>

I was about to make a similarily witty reply involving The Replicated
Enterprise lacking photon emission points to fight the Klingons, but
suddenly I fell through a fault in time/space and realized...

If you use the Split (RA-X) command on a single object that has non-
contiguous faces, Imagine will break them into seperate objects. Then!!
Yes!!!

The routine for making a row of lights, evenly spaced, would be:
Make primitive sphere(or whatever) and Mold/Replicate so that a row
of detached spheres is created. Split this object. You will then have
a row of objects with their own axes. Ungroup them. Pick the parent
axis Imagine creates. Set it to light. Select all others. Apply!!!

Thank, Charles, for jostling my "imagination."

Greg Denby
gdenby@darwin.cc.nd.edu

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                        Thread         215
                   -=> RETURN TO CONTENTS!<=-
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1.229   MSG-226 Subject: Skies in Imagine 3

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Subject: Skies in Imagine 3
Date:     Tuesday, 22 November 1994 20:53:58
From:     MICHAEL RICHARDS <mhr@aber.ac.uk>
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Dear All.

        Using the globals option in the Action editor it is possible
to specify the colours of the Zenith (+ and -) and the horizon. This
SHOULD produce a graduated sky colouring, but if I use it I get a
distinctly banded sky with no smooth transitions.

        The manual mentions an option on the globals panel to change
the amount of dithering on the sky - but it seems to be absent.

        So is it possible to get nicely shaded skies without having to
use a background image ? I don't want to do this as I am running low
on memory in my current project.

        Also, does anyone know of a good source for images of clouds ?
(Apart from the sky :)). I have tried the clouds program on Aminet but
it doesn't really do what I need.

        Email me if this is in fact a FAQ ...

        Thanks in advance.
                                        Mike.

You can reach Mike Richards at the following   /@\   \|/
address ... (if you're that desperate).   '-\ \ _____   - 0 -
                                                \ \/ ' / \   /|\ _
        mhr@aber.ac.uk   _i / \ |____//
                                                 | |==| |=----/
---- Why not drop me a line ...? ------------------hn/--hn/-----------

                          Thread   237
                     -=> RETURN TO CONTENTS!<=-

1.230   MSG-227 Subject: ARexx Script Files (10K)

Subject: ARexx Script Files (10K)
Date: Tuesday, 22 November 1994 22:45:13
From: Ian Smith <CBB105@PSUVM.PSU.EDU>

 %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%%

Here are the scripts I mentioned previously. Many of the lines in the
script are well over 80 characters long and e-mail would kill it, not
to mention what happens to files that get mangled through VM CMS!
Not everyone has uuencode, so I wrote a quick ARexx program that anyone
can use. (Hey, if you don't have ARexx what do you need ARexx scripts
for anyway?) Just take the text between the cut here's and save it to

a file. Use "RX <filename>" to extract the binary. Its about 10K.
Enjoy! And remember to make backups!!!! Especially after an upgrade.
Impulse might make improvments that my ARexx scripts can't handle.

---- CUT HERE ----

60296090D70F61D02278C5D70A50ECCBF875076A65088E61504CAA5907302630CE1
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8294110C1213AC9114BA132412EB9C1/* ARexx: Execute me to extract. */
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Do i=4 To 141;Call WriteCh(Out,X2C(SourceLine(i)));End;Exit
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8ED1B70F248F04970000
---- CUT HERE ----

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
                   (ARexx! Imagine *NEEDS* ARexx! Pleeeeeeease? :-)

                           Thread   230
                     -=> RETURN TO CONTENTS!<=-

1.231   MSG-228 Subject: Skies in Imagine 3

Subject: Skies in Imagine 3
Date: Wednesday, 23 November 1994 02:16:49
From: KEN_ROBERTSON@robelle.com

I, too, have noticed the same thing. Hmmmm. I'm rendering in 24 bit,
with anit-alias off, displaying to an AGA chipset, and the banding
is definitely there. I don't like it, either, but I didn't play around
with it enough to see if I could get rid of it.

Sooooo...I called tech support. The tech told me that "the blending
option on the sky didn't really work in previous versions, especially
when there is a dramatic change from one colour to the next".
The workaround is to use a backdrop sky, just the kind of thing I've
been trying to get away from. Yes, it eats memory. But it will get
the effect that you need.

Another work-around is to post-process the images. make the sky a constant
colour, that you probably won't use in the rest of your image (like
fushia, or something), then using dpaint, brilliance, adpro, or whatever
composite a gradiated sky picture into your ray-traced pic.

\KenR

Never type in a colon unless you are very, very, very small.

                            Thread   226
                        -=> RETURN TO CONTENTS!<=-

1.232   MSG-229 Subject: Re: Fractal tree creator?

Subject: Re: Fractal tree creator?
Date: Wednesday, 23 November 1994 02:46:42
From: Steven Cockrill <scockrill@sprill.demon.co.uk>

Hi "Frank.VanDerAuwera" <fvdauwer@psws.uia.ac.be>
   In <Pine.ULT.3.90.941119090223.8835A-100000@psws.uia.ac.be> you wrote:
>
> A few days ago there was a message about two fractal tree generators, one
> of which made play-doh style trees, and the other one was reviewed as good.

> it was called "fre" or "fr" or something like that. Can anyone point me
> to what it is and specially, where to find it? (ADT "find" with "fractal"
> or "tree" doesn't find it)

I mentioned FR a little while ago.

I'm sure now that it isn't on Aminet, I must have got it from a
BBS in the UK.

I can't confirm the 'ware' status of this program.

The doc begins thus...

                          FR.DOC

          Copyright 1989 (c) Cathryn and Eric Graham

This disk includes the files that were the basis for the article
entitled "Three-Dimensional Fractals" in Amiga Transactor Volume 1
issue 6. The article describes how a program can generate data
files that represent a von Koch snowflake, the 3D analog of the
snowflake and a fractal tree.

Can anyone help out?

regards,

Steve

--
  __ __

    scockrill@sprill.demon.co.uk   Steven Cockrill – London

                          Thread   248
                     –=> RETURN TO CONTENTS!<=–

1.233   MSG-230 Subject: Re: ARexx Script Files

Subject: Re: ARexx Script Files
Date: Wednesday, 23 November 1994 03:17:38
From: Ian Smith <CBB105@PSUVM.PSU.EDU>

 %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%%

Hmmm... something got messed up with the script file message.
It is an esay fix. Just delete the first few lines of numbers.
The file you save should start with "/* ARexx..." and not "602960..."
I just downloaded the post that the IML sent back and it unextracts
fine once you remove the garbage at the beginning. Anyway...

I tried increasing the size of my scene like was mentioned on the
list and it cut the time to render in half! I experimented around
with trying to figure out the maximum I could expand and came up with
a few guidelines. Go into the stage menu and turn on the coordinate

display in the titlebar. Next, find the furthest object away from
the center of the world. Including lights and the camera. Since
the Imagine world is 65536 units in all directions, the max placement
for an object is 32768. In my scene, a light was 1900 units away
from the center. So 32768/1900 gave me 17. In theory, that should
fill the imagine space with my scene, and it looked fine in the stage
editor. But trying to render gave me an "Octvolume too large" error.
I had to reduce the multiplier to around 8 to get it to render.
Not sure why, anyone know the reason?

Am I the only one that had problems doing this by hand? In my scene
I have about 40 objects, and since there is no Box select or an All
command that I could find in the Stage editor I had to shift click
every object and scale them. But when I would hit scale, only a
few objects would scale interactivly with the mouse. I tried world/
local mode as well as using the transform requester. Even if I got
them to scale, they would not save correctly. I was in frame one,
every actor had bars for size and position. It's why I wrote the
script in the first place.

Is the octvolume non-scalable? In other words, does it start by
taking the entire world, and creating 8 cubes, and then makes 8
cuves out of thoes and so on? That would explain why scaling up
would help.

--
cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
                      (ARexx! Imagine *NEEDS* ARexx! Pleeeeeeease? :-)

                         Thread   280
                    -=> RETURN TO CONTENTS!<=-

1.234   MSG-231 Subject: RE: Mode promoting Imagine

Subject: RE: Mode promoting Imagine
Date: Wednesday, 23 November 1994 04:43:40
From: luiten@trantor.nmsd.oz.au (Robin Luiten)

> From: Craig Brown <CBB105@PSUVM.PSU.EDU>
>
> %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%%
>   ---------
[removed text]
> I just got 3.1 and patched it to use full overscan. While playing
> around I discovered some interesting things. I had been using a
> promotion utility to expand Imagine, but got strange results when
> rotation large objects sometimes. I found that if you patch the
> executable it displays everything perfectly. I never have any problems
> with messed up graphics. However, the value for height is stored

> as a SIGNED CHARACTER in the binary. :(That means the maximum value is
> 127, which limits your height to 508 lines! I have patched Imagine
> to use a 1280x508 screen, and it works just fine if you ignore the

Yes you have to hack the Imagine executable to get the re-draw to work
properly... The only dimension that matters is the width of the screen
so the best solution is to change the width to what you want in the
executable then use a mode promotion program to force the height to
what ever you want and everything will work just fine and dandy.

I have set Imagine 3 for a friend to run at 1024 * 768 on a Retina
Board and it works perfectly...

Boy talk about a lot of screen Real Estate !!! :-)

> terrible aspect ratio. No errors with rotations or moves at all.
> I only have an A300, but I bet if somone with an AGA machine patched
> the screen to 1280x400 in the executable, and promoted it to a
> SuperHires-Interlace screen it would work great. Let me know if
> anyone tries this and it works/crashes.
>
[removed text]
> cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
>   (ARexx! Imagine *NEEDS* ARexx! Pleeeeeeease? :-)

Robin

                              Thread   251
                       -=> RETURN TO CONTENTS!<=-

1.235   MSG-232 Subject: Re: Skies in Imagine 3

Subject: Re: Skies in Imagine 3
Date: Wednesday, 23 November 1994 06:02:36
From: Mike McCool <mikemcoo@efn.org>

Hey guys, guyas,

     One of the coolest things about Turbo Silver and the earlier
versions of Imagine was how well 'sky blending' worked. It looks so bad
now, with all those absurd bands, I usually bypass globals altogether.

     Thanks, y'all, for bringing this topic back to life.

                              Thread   142
                       -=> RETURN TO CONTENTS!<=-

1.236   MSG-233 Subject: Help Compiling Textures

```
Subject: Help Compiling Textures
Date:     Wednesday, 23 November 1994 07:01:52
From:     gt4389a@prism.gatech.edu
```

IMLers,
    since I am a student at Ga. Tech. I have very limited time and money.
    This means I don't get to do much programming of my own. Also this
    means the 'C' compilers I have at my disposal are a registered
    version of DICE and version 2.6.0 of GCC. My question is:
        Is there anyone out there who has successfully managed to
        compile the example texture that is in texture.doc from
        Impulse. If so could you please tell me how to do this
        with either of the compilers I use.
    I have managed to compile the texture using DICE but my version
    of DICE does not generate inline FPU instructions so when the
    texture is rendered it crashes my machine.

    Any help is appreciated.
    Thanks in advance.
    Hap (hazard) Wheeler

                        Thread   101
                  -=> RETURN TO CONTENTS!<=-

1.237   MSG-234 Subject: Re: Glas in Imagine

```
Subject: Re: Glas in Imagine
Date:     Wednesday, 23 November 1994 07:23:40
From:     Charles Blaquiere <blaq@io.org>
```

On Mon, 21 Nov 1994, Charles Blaquiere wrote:

> Imagine gave up, threw up its virtual hands, and plotted a black pixel,

ROFL! Yes, I did write that wretched bit of prose. Threw up its hands,
indeed! Of course, I meant that Imagine threw its hands up in the air --
ummm, no, that doesn't sound right either.

Someone correct me, please.

1.238   MSG-235 Subject: Best PC Paint program

```
Subject: Best PC Paint program
Date:    Wednesday, 23 November 1994 08:21:02
From:    joec@ensoniq.com (Joe Cotellese)
```

Anyone have any opinions which PC paint program I should get?
I am interested in either shareware or comercial software.

Joe Cotellese

1.239   MSG-236 Subject: Re: Skies in Imagine 3

```
Subject: Re: Skies in Imagine 3
Date:    Wednesday, 23 November 1994 09:15:34
From:    Charles Blaquiere <blaq@io.org>
```

On Tue, 22 Nov 1994, MICHAEL RICHARDS wrote:

>   So is it possible to get nicely shaded skies without having to
> use a background image ? I don't want to do this as I am running low
> on memory in my current project.

Even if you get an answer to your question, here's a helpful hint on
using brushmaps to get graduated backgrounds, and why you'd want to do it.

Using your favorite 24-bit package, create a graduated background on a
tall, skinny canvas, 10 x 480 for example. Apply it to a sphere
(WrapX/WrapZ) and enlarge the sphere to enclose your entire scene.
Presto! A graduated background, using very little brushmap memory.

The reason to use a brushmap? Flexibility, of course. You could design a
beautiful sunset sky, being free from Imagine's 3-color sky. It also
helps for those times when camera angles are so tight that most of the
sky is horizon color; just concentrate your gradient area on the center
of the brushmap.

?n when I have plenty of both Chip & Fast mem I can get the situation where
>most of the menus refuse to work. In fact I can reproduce this every time.

>In fact it is worse than loosing menus, I've worked out that some memory is
>being overwritten & that this corrupts the menus. If I exit Imagine (using the

>keyboard shortcut which still works) & try and restart, I inevitably get a
>machine crash before too long.

I figured it was something like this. I'm using 3.0 on a 2000 with a PPS
040 board (16MB fast, 2MB chip) with a 2MB Retina. I run it at 1024x768
and have the same problem. I assumed it was an incompatability with some
utility I was running, but now I'm beginning to believe it's a problem
with Imagine. BTW, I'm running WB 3.1 with this.

Nice to know it's not bad RAM or some other hardware-related issue.

 Kent Kalnasy (speaking only for me)   kkalnasy@bvu-lads.loral.com
 Loral Advanced Distributed Simulation, Inc.   Bellevue, Washington
----

                          Thread   240
                     -=> RETURN TO CONTENTS!<=-

1.240   MSG-237 Subject: Re: Skies in Imagine 3

Subject: Re: Skies in Imagine 3
Date: Wednesday, 23 November 1994 11:43:23
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>   Using the globals option in the Action editor it is possible
> to specify the colours of the Zenith (+ and -) and the horizon. This
> *SHOULD* produce a graduated sky colouring, but if I use it I get a
> distinctly banded sky with no smooth transitions.
>
>   The manual mentions an option on the globals panel to change
> the amount of dithering on the sky - but it seems to be absent.

Try using the auto dither button in the project window, I think this will do
what you want..of course the effects quality will have a lot to do with
how many colors you can render the image out to.

=RRW=

1.241   MSG-238 Subject: IMTguide

Subject: IMTguide
Date: Wednesday, 23 November 1994 13:05:16
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Well, I geuss I should mention this to some of you who have been looking
for IMTguide so you need not keep looking for it. I have had it removed
from the net till Impulse gets a chance to look at it. It seams they are
a bit worried as to weather we are infringing there copyrights or not.

I do not believe so, but we are going to send them a copy to look at and
make sure its all legal. I didn't think there was any problem as we have
not sent any part of there text files with IMTguide. But sense I'm not a
legal wiz kid, I don't know of all the possible legal implications. But
did not feel it was anything I needed to worry about.

But it seams there could be a problem, so I'm having it sent to Impulse for
the OK. If I don't get the OK, then I geuss we are all stuck with the text as
is. If Impulse says we haven't infringed there copyrights then I'll
repost it for all to have. Until then, you will have to waite and continue on
as you have.

I can only say that I am sorry for this problem, and hope it all works
out OK. I imagine I should have done this from the start, but sense we
are not sending out any part of the text files, I did not see a problem. Well,
its all a learning experience for me. And I know it will be the last time
me and Duck try to make Imagine an easier and more enjoyable program to use.
Unless of course we get the OK from Impulse on IMTguide. I really see no
reason for them not OK'ing it. But feel I should give Impulse a chance to
look it over before I leave it on the net.

well sorry for the bad news..

=RRW=

1.242   MSG-239 Subject: Re: Best PC Paint program

```
Subject: Re: Best PC Paint program
Date:    Wednesday, 23 November 1994 18:41:48
From:    Cliff Lee <cel@tenet.edu>
```

On Tue, 22 Nov 1994, Joe Cotellese wrote:

> Anyone have any opinions which PC paint program I should get?
> I am interested in either shareware or comercial software.

From a low end point of view (I can't afford the $$$ stuff)...
There is a program called PC Paintbrush for Windows that is nice. I paid
something like $39 (US) for it. Supports 24 bit images and has a better
set of tools than I had expected.

```
Cliff Lee         cel@tenet.edu
"You can always make up a class,
 You can never  make up a party!"
```

<div align="center">

Thread   256
-=> RETURN TO CONTENTS!<=-

</div>

1.243   MSG-240 Subject: Re: Skies in Imagine 3

```
Subject: Re: Skies in Imagine 3
Date:    Wednesday, 23 November 1994 19:11:15
From:    Patrick Sauvageau <sauvp@citi.doc.ca>
```

One of the best way I have found to produce spectacular skies, specialy
sunset, is to use a fractal generated landscape and positionning it
vertacally in background of the scene so it occupy the entire camera view.
If you apply to the landscape a linear texture that fade it from blue to
white on the direction of the bump, eache "mountain" will become a cloud.
Now, if you place a red-orange diminishing intensity lamp verry close to
this "sky", it will produce a very bright orange circle on the plane. This
circle will look like the sun at sunset and the "clouds" will by
hilighted realisticaly. To add to the realism, add a blue-white, low
intensity lightsource (non-diminishing intensity) behind the camera, but
higher to add a blue global lighting to the scene.

It work best if the fractal "clouds" bumps are very smooth

```
     \|/                    |
```

```
   1  -O-                        /
      /|\                        \
                                  \
                                 3.|
   2 O-      Scene-               /
            Objects               |
-=-----------------------------------Ground
```

1- Blue general light
2- camera
3- red "sun" light

Since the entire camera view is covered with object, the rendering time may
be very long. So if your camera do not move in the animation, create the
sunset in the first frame and use this frame as the backdrop for the rest
of the anim; this way, the backdrop will allway be at the good resolution
for the rest of the anim.

Good luck at experimenting.

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

1.244   MSG-241 Subject: Re: Skies in Imagine 3

Subject: Re: Skies in Imagine 3
Date: Wednesday, 23 November 1994 20:20:55
From: Ed Totman <etotman@gort.ucsd.edu>

On Tue, 22 Nov 1994, Mike McCool wrote:
> Hey guys, guyas,
>
>   One of the coolest things about Turbo Silver and the earlier
> versions of Imagine was how well 'sky blending' worked. It looks so bad
> now, with all those absurd bands, I usually bypass globals altogether.
>
>   Thanks, y'all, for bringing this topic back to life.

I've been reading the messages on this topic but I still don't know what
the problem is. I use imagine3.1 on a PC, and the color transitions in
all my gradiated sky patterns are completely smooth (no banding). I also
display through a PAR to a tv, so maybe that makes the difference.

Ed Totman
etotman@gort.ucsd.edu

1.245   MSG-242 Subject: Re: Best PC Paint program

Subject: Re: Best PC Paint program
Date: Wednesday, 23 November 1994 21:21:16
From: joec@ensoniq.com (Joe Cotellese)

>Hi Joe!
>
>> Anyone have any opinions which PC paint program I should get?
>> I am interested in either shareware or comercial software.
>
>You should be more specific. What do you want to do with the
>'Paint Program'.

Yeah, I guess I was a little vague. My primary use would be creating
brushmaps. I would like it to handle 24bit color, have some image
conversion capability, and be Windows based.

I've looked at the paint program that comes with Corel. I liked it but I
don't need any of the other stuff that comes with it so I couldn't justify
the price.

Thanks for your help,

Joe Cotellese

1.246   MSG-243 Subject: Re: IMTguide

Subject: Re: IMTguide
Date: Wednesday, 23 November 1994 22:28:51
From: Douglas Rudd <rudd@plk.af.mil>

>
>
> Well, I geuss I should mention this to some of you who have been looking
> for IMTguide so you need not keep looking for it. I have had it removed
> from the net till Impulse gets a chance to look at it. It seams they are
> a bit worried as to weather we are infringing there copyrights or not.
>
> I do not believe so, but we are going to send them a copy to look at and
> make sure its all legal. I didn't think there was any problem as we have
> not sent any part of there text files with IMTguide. But sense I'm not a
> legal wiz kid, I don't know of all the possible legal implications. But
> did not feel it was anything I needed to worry about.
>
While I can't fault Impulse for being cautious with their property, I can't
help but feel they will not feel threatened by your work. Your arexx file
requires the Imagine program disks to work, and if some one has those,
legal or not, they have the texture files, text, and Imagine.

In my view, your logic is flawless, and no matter what the outcome, you
are to be commended for your fine work. If I were Mike Halverson, I'd
buy the program from you.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                            Thread   255
                       -=> RETURN TO CONTENTS!<=-

1.247   MSG-244 Subject: Best PC Paint Program

Subject: Best PC Paint Program
Date: Wednesday, 23 November 1994 23:57:29
From: cwhite@rmii.com (Curtis White)

A very nice paint/image manipulation program is called Fauve Matisse. You can g
et
it for $99 and it has many nice features. It has tons of filters to do blurs,
mosaic, tone correction, etc. You can float selections as separate objects and
work
on just that object or use it as a mask. It has all kinds of different brushes,

 like
paint brushes, pencil, stamps, etc. It can do many different paper textures and
 you
can define your own textures that you can apply to the image. It can use Kai's
Power Tools plug-ins as well as most other Photoshop plug-ins. Overall, it is a
n
excellent program. It is comparable to Fractal Design Painter for about 1/3 the

cost. If you want more details on what it can do, let me know. It also can rea
d
and write almost any image format. Hope this helps!

                         Thread   235
                     -=> RETURN TO CONTENTS!<=-

1.248   MSG-245 Subject: Re: Best PC Paint program

Subject: Re: Best PC Paint program
Date: Thursday, 24 November 1994 01:24:43
From: mbc@po.CWRU.Edu (Michael B. Comet)

>On Tue, 22 Nov 1994, Joe Cotellese wrote:
>
>> Anyone have any opinions which PC paint program I should get?
>> I am interested in either shareware or comercial software.
>
>>From a low end point of view (I can't afford the $$$ stuff)...
>There is a program called PC Paintbrush for Windows that is nice. I paid
>something like $39 (US) for it. Supports 24 bit images and has a better
>set of tools than I had expected.

        I am not sure what is good, but you might want to check out the
latest New Media magazine, or maybe the last to latest. Probably November
issue.
        It is a special with comparisons of tons of different multimedia
software from 2D to 3D to CDRom authoring etc... They don't give in depth
reviews, but it lists the manufactures, phone number, cost and features
side by side for IBM, Mac and Amiga stuff (imagine and lightwave are in
there).

--
+--+
| Michael Comet, mbc@po.CWRU.Edu - CWRU, Software Engineer/Graphics Artist |
| Computer Graphics/Animation! - HomePage: http://sushi.ins.cwru.edu/ |
+--+

1.249   MSG-246 Subject: Re: Skies in Imagine 3

Subject: Re: Skies in Imagine 3
Date: Thursday, 24 November 1994 02:12:04
From: mbc@po.CWRU.Edu (Michael B. Comet)

>I've been reading the messages on this topic but I still don't know what
>the problem is. I use imagine3.1 on a PC, and the color transitions in
>all my gradiated sky patterns are completely smooth (no banding). I also
>display through a PAR to a tv, so maybe that makes the difference.

        Yes I have no problem either. I think 3.0/3.1 just does it
perfectly smooth, though quantizing affects the way it looks. As stated
there are other ways. I often add a large sphere with a few linear
textures on it to make it have more bands of color.

--
+--+
| Michael Comet, mbc@po.CWRU.Edu - CWRU, Software Engineer/Graphics Artist |
| Computer Graphics/Animation! - HomePage: http://sushi.ins.cwru.edu/ |
+--+

1.250   MSG-247 Subject: News News News

Subject: News News News
Date: Thursday, 24 November 1994 03:56:22
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

Fellow Imagineers:

I have good news and I have bad news...

The good news is I'm currently programming a particle system for Imagine.
It will be of a flavour similar to Sparks. It will have wind, gravity
wells, air resistance, elasticity, force fields, and walls (running

parallel to an axis only). The walls idea is kind of neat, because you can
create a series of "walls" in the shape of a staircase and splash your
particles down the stairs. I'm still trying to figure out how to do gusts
of wind, although I may forsake the "gust" button in favour of a wind
envelope (yes, you heard me right...envelope!). Will post more details as
they come into my head 8^)

The bad news is that it's not ready yet 8^(Due to midterms (Gawd, the "M"
word!) I've had to slow down. 90% of the physics is in there
already...just have to develop a decent GUI (hopefully with a real-time
preview of your particles).

Now, before you all get hot about the idea and melt singe your chairs, THE
PROGRAM WILL REQUIRE A REGISTERED VERSION OF ISL3.0. So if you're planning
on using my particle system, you'll have to register with John G!!

More details in the future...promise.

Paul

-- Via DLG Pro v1.0

-
| Paul   Fine Lines Publications |
* Thompson   CGI Animations Multimedia   *
| Shinobi@ckbbs.tor.hookup.net |
-

                        Thread   185
                   -=> RETURN TO CONTENTS!<=-

1.251   MSG-248 Subject: Fractal Trees and

Subject: Fractal Trees and "fr" in particular
Date: Thursday, 24 November 1994 04:07:09
From: Steve@mg-plc.demon.co.uk (Steve Gardiner)

SGkgdGhlcmUsDQoNCk1pa2UgTWNDb29sIGtlZXBzIG1lbnRpb25pbmcgdGhp
cyAiZ3Jvd5IDRrIiBmcmFjdGFsIHRyZWUvc25vd2wlIA0KZ2VuZXJh
dG9yIGNhbwgImZyIiwgYW5kIGl0IHNvdW5kcyBncmVhdC4uLiBTbyB3aGVy
ZSBjYW4gSSBnZXQgdGhlIGJsb29keQ0KdGhpbmcgPz8/ISEhIDstKQ0KDQpT
byBjb21lIG9uIE1pa2UsIHRlbGwgdXMgd2hlcmUgd2gY2FuIEZUUCB0aGUg
cHJvZ3JhbSBmcm9tLi4uIA0KDQpDaGVlcnMNClN0ZXZlIEdhcmRpbmVyDQoN
ClBTIC0gU29ycnkgYWJvdXQgdGhlIGZldyBibGFuayBtZXNzYWdlcywgYnV0
IEkgY2FuJ3QgZ2V0IHVzZWQgdG8gbXkgbWFpbHdhcmUNCg0K

                        Thread   303
                   -=> RETURN TO CONTENTS!<=-

1.252   MSG-249 Subject: Re: Using MODEPRO

```
Subject: Re: Using MODEPRO
Date:     Thursday, 24 November 1994 05:32:48
From:     imagine@jknight.demon.co.uk (Julian Knight)
```

Hi Mikael, on Oct 27 you wrote:

> In a message of 26 Oct 94 Jamie Knight wrote to me:
>
> JK> From: jamiek@hwcces.demon.co.uk (Jamie Knight) To:
> JK> imagine@email.sp.paramax.com
>
> JK> Hello
>
> JK> I have just downloaded MODEPRO from Aminet after someone mentioned it
> JK> working with Imagine 3.0. You're right, it does work :) but when I
> JK> press F1 to pick a selected object (or select a picked one?) on a
> JK> 670x5something overscan screen, a layer of yellow garbage appears in
> JK> the view windows - Imagine still thinks the screen is 640x512. Has
> JK> anyone else seen this and solved it, or have I cocked it up?
>
> Make the screen width a multiple of 64 (640,704...) and it won't garble your

> screen any more.
>
>   .--
> | FidoNet: 2:201/411.36   Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
> | CompuServe 100303,2   Internet: micce@aktiv.se (work) |
>   --'
>
>

Ahh, I just got round to looking at this suggestion from Mikael until I
realised that I use a width of 1024 which is 64*16 so I'm afraid this doesn't
always work :(

auf Wiedersehen,

```
Julian. /---------------------------------------+------------------------\
        |Email:      julian@jknight.demon.co.uk | A4000/040, 14MB/320MB, |
        |Day/Urgent: gbkxf6cf@ibmmail.com       |    Opal, Retina (4MB), |
        |Location:   Redditch, Worcestershire,  |    One-Stop-Music-Shop,|
        |                 United Kingdom.       |    Imagine 3, ADPro ...|
        \---------------------------------------+------------------------/
```


                            Thread   302
                        -=> RETURN TO CONTENTS!<=-

1.253   MSG-250 Subject: IM3.0 Texture

Subject: IM3.0 Texture
Date: Thursday, 24 November 1994 05:35:35
From: DesertFox <smithe@groucho.la.asu.edu>

        I have noticed that a few people here are very talented and have
created some nice textures for Imagine. As I don't know how to create a
texture, but seem to be in need of a new one I have a request. I would
like to see a texture that could change the color of parts of an object
based on the local curvature of the object. This would give the effect
like Linear on a bumpy plane, but would be good for object of more
complex shapes. I have no idea how difficult (or impossible) this may
be. I'm trying to make an animal's head so that the pointed parts of the
head are shaded to different colors (like a siameese cat). Unfortunately
the head isn't very spherical, so a radial texture won't work well. If
anyone has an alternative suggestion to create this effect, I'd love any
help.

                        smithe@groucho.la.asu.edu

                        Thread   80
                   -=> RETURN TO CONTENTS!<=-

1.254   MSG-251 Subject: RE: Mode promoting Imagine

Subject: RE: Mode promoting Imagine
Date: Thursday, 24 November 1994 06:43:38
From: luiten@trantor.nmsd.oz.au (Robin Luiten)

> > From: Craig Brown <CBB105@PSUVM.PSU.EDU>
> >
> > %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%%
> >   ---------
> [removed text]
> > I just got 3.1 and patched it to use full overscan. While playing
> > around I discovered some interesting things. I had been using a
> > promotion utility to expand Imagine, but got strange results when
> > rotation large objects sometimes. I found that if you patch the
> > executable it displays everything perfectly. I never have any problems
> > with messed up graphics. However, the value for height is stored
> > as a SIGNED CHARACTER in the binary. :(That means the maximum value is
> > 127, which limits your height to 508 lines! I have patched Imagine
> > to use a 1280x508 screen, and it works just fine if you ignore the

```
>
> Yes you have to hack the Imagine executable to get the re-draw to work
> properly... The only dimension that matters is the width of the screen
> so the best solution is to change the width to what you want in the
> executable then use a mode promotion program to force the height to
> what ever you want and everything will work just fine and dandy.
>
> I have set Imagine 3 for a friend to run at 1024 * 768 on a Retina
> Board and it works perfectly...
>
> Boy talk about a lot of screen Real Estate !!!  :-)

Ooops... I forgot to attach a disclaimer...

This is a hack and as such I can't gaurantee it will work perfectly
for you. [mind you have had no problems here]

Impulse and its agents have no responsibilities for any problems
that may arise from this hack.

Robin
```

<div align="center">

Thread   171
-=> RETURN TO CONTENTS!<=-

</div>

1.255   MSG-252 Subject: Re: Silcon graphics

```
Subject: Re: Silcon graphics
Date:     Thursday, 24 November 1994 07:22:10
From:     Derek Hardison <derekjh@pd.org>


   -------------------------------------------------------------------------


One might be suprised to find the number of Amigas being used to output
the results of SGIs rendering to video tape.  the Galileo frame buffer
apparently left a LOT to be desired and was expensive to boot; so plenty
of the video-aware Amigans just networked & arexxed & single framed off
of firecrackers & opalvisions -- while saving tons O bucks.

 --
Derek Hardison     Imagine on Amiga 4000s
                              New Intelligence on Video
                                         SGIwannabe
Domain:  derekjh@pd.org
UUCP:  ...!emory!pd.org!derekjh
```

<div align="center">

Thread   138
-=> RETURN TO CONTENTS!<=-

</div>

1.256   MSG-253 Subject: Bump maps and states

```
Subject: Bump maps and states
Date:     Thursday, 24 November 1994 08:42:47
From:     david.wyand@canrem.com (David Wyand)
```

Hi All!

Has anyone else had a problem applying a bump map to an object using
states. It would appear that as soon as you lock the bump map to a
state, the bump map changes its location and ignores all Y-Axis info to
create really deep or high bumps. I have Imagine 3.1 and this still
seems to be happening. Anyone else found this a problem??

                              -Dave
                               david.wyand@canrem.com

                         Thread   125
                    -=> RETURN TO CONTENTS!<=-

1.257   MSG-254 Subject: Re: IMTguide

```
Subject: Re: IMTguide
Date:     Thursday, 24 November 1994 11:00:19
From:     "Randy R. Wall" <rrw@ecst.csuchico.edu>
```

> >
> While I can't fault Impulse for being cautious with their property, I can't
> help but feel they will not feel threatened by your work. Your arexx file
> requires the Imagine program disks to work, and if some one has those,
> legal or not, they have the texture files, text, and Imagine.

Yes, I can understand Impulses veiw, and we in no way wanted to infringe
there copyrights, and is why I have removed it till they can take a look
at it.

> In my view, your logic is flawless, and no matter what the outcome, you
> are to be commended for your fine work. If I were Mike Halverson, I'd
> buy the program from you.

Well Thanks Doug for the good words, I don't know what will happen but do
hope it works out fine for all.

=RRW=

1.258   MSG-255 Subject: Index of Refraction

```
Subject: Index of Refraction
Date:     Thursday, 24 November 1994 14:46:59
From:     Curcio Nicholas <curcion@db.erau.edu>
```

Hi everyone. Someone on the list brought up an important "feature"
this past week. (Sorry I don't remember who.) He was asking how to make
REAL glass in Imagine. I thought there was a problem with this since
3.0, but I haven't had a chance to test it...until now. I reinstalled
2.9 and made a scene with a wine glass (IOR=1.52) in front of a black
"monolith" on a table top. I rendered it in 2.9 and 3.0 with drastically
different results.

The 2.9 picture looks "real". The monolith is halfway behind the glass,
and it appears that way through the glass.

The 3.0 picture, however, looks like the IOR has been multiplied greatly.
The monolith cannot even be seen through the glass because it is "bent"
so far. The light is bent do much that the table can be seen in the
bottom of the glass and looks like a bowtie. The corners are really
curved up.

I am in the process of finding the IOR for 3.0 that makes an "identical"
picture as 2.9, but I don't think this should be necessary.

Try something like this and see what I mean....please.

Sincerely,

Nick

I apologize for the length of this post, but I thought it was important.

1.259   MSG-256 Subject: Re: Best PC Paint program

Subject: Re: Best PC Paint program
Date: Thursday, 24 November 1994 15:34:09
From: Peter Bugla <bugla@informatik.tu-muenchen.de>

Hi Joe!

> Yeah, I guess I was a little vague. My primary use would be creating
> brushmaps. I would like it to handle 24bit color, have some image
> conversion capability, and be Windows based.
>
> I've looked at the paint program that comes with Corel. I liked it but I
> don't need any of the other stuff that comes with it so I couldn't justify
> the price.
I worked a lot with COREL-DRAW 4.0 and COREL Photo-Paint and I like it
very much (C-DRAW: you can work with layers and have very good
possibilities of manipulating curves, PHOTO-PAINT: a lot of picture-
manipulating possibilities). But it's expensive and you should be
careful about the new Version 5.0, because there seem to be some
nasty bugs in it. (Don't Flame!)
Another nice Program-combination is Adobe Illustrator/Photoshop,
which I don't know personally, but I talked alot about some nice
feutures lately.

CU Peter

#include <disclaimer.h> | "If architects built buildings the way
                                           | programmers write programs the first

                                           | woodpecker that came along would
Peter Bugla | destroy civilization"
e-mail: bugla@informatik.tu-muenchen.de | -- Murphy's Law of Computers
snail-mail: Peter Bugla, Morsering 26, |
            80937 Muenchen, Germany |

                         Thread   26
                     -=> RETURN TO CONTENTS!<=-

1.260   MSG-257 Subject: Re: Glas in Imagine

Subject: Re: Glas in Imagine
Date: Friday, 25 November 1994 10:56:51
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> OK! Tried that. Increased the resolve depth to 16 and added a global brushmap.

> It seams like that one solved the black spot problem I had. Now it only one
> trouble left. The bending of the light passing through 2 walls of glass. I've

> decreased the refraction to 1.1. The light is bent too mutch. If I go any
> lower on the refraction the other parts of the vine glass is going to be
> invisible. The object should be a closed one, shouldn't it? I mean, if I do a

> profile of a glass and then use "mold/spin" to get the shape. The object
> should come out closed? Using the "mold/sweep" doesn't connect the end-point,

> resulting in a open object. Does Imagine care about this?

Hmmm, Well It may, but it seams to me that I have used this method before
with good results so I would have to say no, But I'm not sure of this. I
would suggest you use LOCK when conecting the begining and ends of your
sillowet of the glass, then after you spin or sweep it just go back to
PickGroups Mode and merg the object together. This will make your object
solid as well as make it a cleaner and possibly even render a fraction
faster. heheh not much but what the heck, its just good practice.

As for the refraction of light problem, how thick do you have the glass
edges. This could cuase you a problem if it is to thick.

> RRW> As for a nice Glass.Attribute, try the one that comes with Imagine, it
> RRW> renders fairly fast and looks good when raytraced.
>
> I've modified mine a bit... Going to restore it from the original disks...

Well, theres nothing wrong with modifying the attributes, but find its
always a good idea to keep the originals around for a defualt attribute
to start from.

=RRW=

                         Thread   224
                     -=> RETURN TO CONTENTS!<=-

1.261   MSG-258 Subject: Wanted: ALL info on Screen Size Hack

Subject: Wanted: ALL info on Screen Size Hack
Date: Friday, 25 November 1994 11:19:28
From: "Daniel T. Edwards" <dedwards@scs.unr.edu>

I'm the guy who compiled a mostly complete list of the
different Imagine screen size hacks. The latest version
of that list is still in the IML FAQ. About once a month
I get email from someone who wants more info about the latest
versions of Imagine. I sold my Amiga and have migrated my
Imagine collection to the PC. I would like to recomplete
the Amiga Imagine screen hack list. So far, I have info on
versions 1.1 – 2.9. If you have the required info on ANY
version of Imagine, please mail me (personal email only!)
I'd especially like to hear from the guys in Europe who
use PAL versions of 3.0 and 3.1.

So If you know how to hack the screen size, please email
me with your instructions (use personal email... not IML!)

I'll make sure that the complete list is included into the next
version of the IML FAQ. Incidently, most of the people who ask
for the info directly from me are not IML members (weird).

// James R. Walker   WalkerVision Videographics //
// dedwards@pogonip.scs.unr.edu   //

                         Thread   308
                    -=> RETURN TO CONTENTS!<=-

1.262   MSG-259 Subject: Re: Index of Refraction

Subject: Re: Index of Refraction
Date: Friday, 25 November 1994 17:58:40
From: KEN_ROBERTSON@robelle.com

Nick wrote:

> I wonder
> if Impulse changed the IOR routine or if an error got introduced in the
> rewrite for 3.0+.
> What's the best way to ask Impulse about this? E-mail? Snail mail?
> What?

I've found that the best way to get answers is to actually _call_
Impulse on the telephone. The best way to report a bug/ask for
an enhancement is either snail mail or fax.

\KenR

The views from up here are fantastic! If only it weren't so damn hazy.

1.263   MSG-260 Subject: Re: Index of Refraction

Subject: Re: Index of Refraction
Date: Friday, 25 November 1994 20:46:17
From: Curcio Nicholas <curcion@db.erau.edu>

On Thu, 24 Nov 1994, Dave Nagy wrote:

> If I were doing this, (if I weren't so lazy) I would start with a
> ridiculously low value (like 0.00) and work up... If Impulse has misplaced
> a decimal somewhere, 1.52 may well be something like .0152 or .152 now...

Good idea, but Imagine only allows values between 1.00 and 3.50.

>
> Don't put yourself out. I think most folks would rather take your word
for > it rather than DL-ing a bunch of pics.
>

Too late. :) I just ran 2.9 and 3.0 at the same time and rendered 14 pics.
7 of a tumbler with IOR's from 1.01-1.5 and 7 of a wine glass, same deal.
The results are quite interesting. 3.0's pics don't even resemble 2.9's.

I believe Impulse rewrote the routine for this reason:

      There are NO black areas in the glass in 3.0 where in 2.9 it's
      full of black areas. This is with RSDP=16 (highest allowed) in
      BOTH versions.

So, they fixed it and broke it at the same time. What else is new. ;)

I won't upload the pics unless someone wants them. They're only HAM6
160x100. Guess I'll be callin' Impulse.

Nick

1.264   MSG-261 Subject: Glass in Imagine

```
Subject: Glass in Imagine
Date:     Friday, 25 November 1994 22:10:59
From:     zmievski@herbie.unl.edu (Silicon)
```

```
        --------------------------------------------------------------------------
```

Can someone post the Glass attribute that came with Imagine for Amiga?
I have PC version, and it came with no sample attributes.

Andrey

```
                              Thread          233
                        -=> RETURN TO CONTENTS!<=-
```

1.265   MSG-262 Subject: Wishlist & question

```
Subject: Wishlist & question
Date:     Saturday, 26 November 1994 02:03:15
From:     m.rubin9@genie.geis.com
```

```
        --------------------------------------------------------------------------
```

```
To add to whatever IM3.2 Wishlists might already have been Posted:
   1. Wouldn't it be great to have a toggle with 2 renderscreen choices availabl
e
      directly inside the editors for Quickrenders? I always do a quarterscreen
first
      and then move to a higher res fullscreen once things are looking good.
      It is such a pain to go back and forth to Preferences for each render.
   2. How about supporting Retina, Picasso and GVP display boards? (Anyone have
a
      simple script to do this?)
   3. The backdrop pictures are great, but when you zoom in to work on a detail
they
      disappear. If you then re-load the picture it doesn't re-size correctly, m
aking
      it impossible continue tracing. This feature could use some tweaking.
   Has anyone downloaded the demo of FreeForm 3D 1.9 and given it a try? It soun
ds
   cool, but I don't have full Internet access so I can't check it out.
```

```
                              Thread          264
                        -=> RETURN TO CONTENTS!<=-
```

1.266   MSG-263 Subject: Re: Silcon graphics

```
Subject: Re: Silcon graphics
Date:     Saturday, 26 November 1994 05:25:24
From:     Charles Blaquiere <blaq@io.org>
```

```
        --------------------------------------------------------------------------
```

```
On Wed, 23 Nov 1994, Derek Hardison wrote:

> One might be suprised to find the number of Amigas being used to output
> the results of SGIs rendering to video tape.  the Galileo frame buffer
> apparently left a LOT to be desired and was expensive to boot; so plenty
> of the video-aware Amigans just networked & arexxed & single framed off
> of firecrackers & opalvisions -- while saving tons O bucks.
>
>  --
> Derek Hardison     Imagine on Amiga 4000s
>                          New Intelligence on Video
>                                        SGIwannabe
> Domain:  derekjh@pd.org
> UUCP:  ...!emory!pd.org!derekjh
>
>

For the sake of completeness, I must add that many other SGI owners use a
Personal Animation Recorder inside a PC networked to the SGI, which
appears as a network drive to the PC. Software on the PC transfers each
frame to the PAR as it is created.
```

```
                              Thread            1
                        -=> RETURN TO CONTENTS!<=-
```

1.267   MSG-264 Subject: Re: Wishlist & question

```
Subject: Re: Wishlist & question
Date:     Saturday, 26 November 1994 17:32:35
From:     Kent Marshall Worley <mumu@america.net>
```

```
        --------------------------------------------------------------------------
```

```
On Fri, 25 Nov 1994 m.rubin9@genie.geis.com wrote:

>    Has anyone downloaded the demo of FreeForm 3D 1.9 and given it a try? It so
unds
>    cool, but I don't have full Internet access so I can't check it out.
```

>
 I have downloaded it and it is very cool. I have it on my local BBS
404-622-9509 if you want to download it. I asked my parents to get the
registered version for Christmas for me. It will convert real3d objects
to Imagine. This feature does not work in the shareware version but I
hope it works in the registered version. Spline modeling is the way to go
for me. I like organic shaped objects.
 Kent Worley

                            Thread   291
                    -=> RETURN TO CONTENTS!<=-

1.268   MSG-265 Subject: Wishlist & question

Subject: Wishlist & question
Date: Saturday, 26 November 1994 21:47:13
From: izi@scala.ping.dk (Soren Wind)

 [25 Nov 94] [M.rubin9@genie.geis.com -> me]

 Mrg> 2. How about supporting Retina, Picasso and GVP display boards?
 Mrg> (Anyone have a simple script to do this?)

We don't need a simple script, we need to be able to promote so that Imagine's
screen updates gets 10* faster than on OCS/ECS Just a little more system
freindly... and stable....
   _____ __ _
 |
 | Soren Wind   - IZI/Visual/ImPACT
 | 3D / Raytrace / Spaceinvader
 | E-MAIL izi@scala.ping.dk |
 | A2K/030/882/9MB/345MB/33Mhz. |
 | ULTRA UM-15NLD / Picasso 2MB |
 | USRobotics 28800 V.FC / Fax   (\o/)|
   Apple PowerCD/PhotoCD Gallery (/|\)|
                      _ __ _____|

... DEFINITION RAM: Random Available Memory...

-- Via Xenolink 1.90 / XenolinkUUCP 1.0

                            Thread   262
                    -=> RETURN TO CONTENTS!<=-

1.269   MSG-266 Subject: Spline Editor

```
Subject: Spline Editor
Date:     Sunday, 27 November 1994 03:12:42
From:     mtucibat@cris.com (MTUCIBAT)
```

Hi All,

I've just been working on a project where I have a credit card with a logo
cut out of it. Of course, forget about Slice. I found that in Spline, I
could put all the elements together as splines and fonts, then Join and Add
Points. Worked great.

However, I ran into an "unactivated feature" that I don't know if we've
discussed. There seems to be no way to get knots in Spline to snap to
grid. There is a "Lock" under Mode/Pick Method which, if analogous to
working with points in Detail, should work when Adding Knots and when in
Knot Control mode. As it is now, I can't see it doing anything. Am I
missing something?

L8R

—mikeT

                              Thread   31
                        —=> RETURN TO CONTENTS!<=-

1.270   MSG-267 Subject: Light Texture Docs Missing

```
Subject: Light Texture Docs Missing
Date:     Sunday, 27 November 1994 05:36:24
From:     cwhite@rmii.com (Curtis White)
```

I was wondering if anyone knows how to use the Caustics and Purphaze light textu
res?
The docs do not discuss them anywhere. I have v3.0 of Imagine. I looked throug
h all
the old IMLs and found some discussion on the missing docs but nothing that says

where to get the info on how to use them or what they are. If anyone knows wher
e
I can find out this info, pleeeeeaaaaaasssssse let me know. I have some pics tha
t

I want to do that could benefit greatly from caustic lighting (I don't even have

the slightest idea what purphaze is). Any help would be greatly appreciated.

Thanks,

Curtis

                          Thread   86
                      -=> RETURN TO CONTENTS!<=-

1.271   MSG-268 Subject: Wierd object

Subject: Wierd object
Date: Sunday, 27 November 1994 06:34:42
From: Kent Marshall Worley <mumu@america.net>

 I have converted a lightwave object of a Barco video projector to
Imagine. It has three light tubes. The light sorce is a disk placed
behind a glass lense. There are three colored disks for the light red
green and blue. This sound simple right, now the wierd stuff. I have
raytraced this several times using 3.0 for the PC with different results
every time I move the Barco projector. Sometimes there will be a red
light sometimes the blue light sometimes a combination of two lights. I
finally got it to show all three lights. This does not happen in scanline
mode!
 Tonight I tried Raytracing the object on my Amiga using 3.1 and got the
error WORLD OCT VOLUME IS TO LARGE. I am perplexed does anyone have any
ideas?
   Kent Worley

                          Thread   274
                      -=> RETURN TO CONTENTS!<=-

1.272   MSG-269 Subject: ISL on PC! :-)

Subject: ISL on PC! :-)
Date: Sunday, 27 November 1994 09:59:07
From: grieggs@netcom.com (John Grieggs)

```
Hi.

ISL 3.0b3 is now available for both the Amiga and the PC platform.  For
Amiga users with 3.0b2, this is a small bug fix release.  For PC users,
this is the very first chance to play with ISL.  Whee!

Amiga version:

      ftp.netcom.com:/ftp/pub/gr/grieggs/ISL/isl3_0b3.lha

PC version:

      ftp.netcom.com:/ftp/pub/gr/grieggs/ISL/ISL3_0B3.ZIP

Note that this is the shareware release, as usual – effects will be
silently ignored by restage.  Anything else that doesn't work, I'd like
to know about.

_john
```

```
                        Thread        144
                  –=> RETURN TO CONTENTS!<=–
```

1.273   MSG-270 Subject: Digimax and How we.. CD

```
Subject: Digimax and How we.. CD
Date:     Sunday, 27 November 1994 11:53:41
From:     Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>
```

```
      ----------------------------------------------------------------------
```

```
Did anyone here buy a Digimax yet? Is it any good? How does it work? Also what
happened to the Impulse "Imagine how they did that...." CDROM/book?

Andrew
```

```
                        Thread         7
                  –=> RETURN TO CONTENTS!<=–
```

1.274   MSG-271 Subject: Imagine in Edge?

```
Subject: Imagine in Edge?
Date:     Sunday, 27 November 1994 12:30:38
From:     Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>
```

```
      ----------------------------------------------------------------------
```

I just bought a copy of Edge magazine, January 95 issue. (it's a games and
games technology mag for those who haven't seen it before)

On page 15 there is an interesting article about a new game engine called
Reality Lab, which has been written for high speed 3D games running on PCs.
One of the demo objects which they claim to be be able to rotate and render
in realtime, is Steve Worley's Spacestation object originally developed on
Imagine! This would be an impressive feat.

Of course,neither Steve nor Imagine gets any mention.

Andrew

                          Thread   272
                     -=> RETURN TO CONTENTS!<=-

1.275   MSG-272 Subject: Imagine PC Questions

Subject: Imagine PC Questions
Date: Sunday, 27 November 1994 13:01:36
From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

Hi all,

I'm presently considering buying a PC and have some questions:

I read in the Gazette that Imagine requires a VESA compliant display card. I
guess this is not the same as VESA local bus or is it? If not, how do you
tell if a card is compliant?

Can the PC version be run at different resolutions, or does the code have
to be hacked like the Amiga version?

Finally, has anyone had any trouble with Imagine and the Pentium? There was
an article on C4 News here about Intel admitting that they have shipped
6 million Pentium chips with a major bug in the math processing, which I
guess would be fairly important for raytracing.

Andrew

                          Thread   289
                     -=> RETURN TO CONTENTS!<=-

1.276   MSG-273 Subject: States in a Hierarchy?

Subject: States in a Hierarchy?
Date: Sunday, 27 November 1994 21:05:00
From: Ian Smith <CBB105@PSUVM.PSU.EDU>

I have been puzzling over a problem recently. What I have is an engine
object. It has blades in the inside that will spin, and vents on the
back that move up and down. The problem is states does not seem to
work well for this kind of problem. Say you have four grouped objects
objects... A is the parent of B, C, and D.
                                                        A---D
Now B, C, and D are all complex   Ex: / \
objects with many states attached to   B   C
them. They were made by selecting a
child object and then the states menu function. This works fine so far.
I can have 6-7 states for the child objects, and switch between each
one as needed. The problem is that they do not animate propperly. When
I select States Anim it does very bizzare things, none of which produce
the effect I am looking for. Is there a way to make a complex object
with states that works like this? For example, a telephone... you
would not want four thousand states to describe every possible button
combination. The only solution I see is keeping everything seperate,
and using Associate in the Action editor.. but this keeps you from using
Apply to Child Object for brushes and textures and is a big pain. Any
comments?

--
cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
                     (ARexx! Imagine *NEEDS* ARexx! Pleeeeeeease? :-)

                           Thread   287
                      -=> RETURN TO CONTENTS!<=-

1.277   MSG-274 Subject: Re: Wierd object

Subject: Re: Wierd object
Date: Sunday, 27 November 1994 23:04:09
From: Ian Smith <CBB105@PSUVM.PSU.EDU>

  %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%%

On Sat, 26 Nov 1994, Kent Marshall Worley <mumu@america.net> wrote:
> Tonight I tried Raytracing the object on my Amiga using 3.1 and got the
> error WORLD OCT VOLUME IS TO LARGE. I am perplexed does anyone have any
> ideas?

Your objects are too large. This happens to me often when I expand
a scene to decrease render sizes. Try shrinking everything and re-
rendering. Check to see if your objects are on the scale of 20,000
imagine units or so... if that is the case then shrinking them will
do the trick.

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
                        (ARexx! Imagine *NEEDS* ARexx! Pleeeeeeease? :-)

                              Thread   265
                        -=> RETURN TO CONTENTS!<=-

1.278   MSG-275 Subject: Re: Imagine PC Questions

Subject: Re: Imagine PC Questions
Date: Monday, 28 November 1994 01:17:20
From: RICHMERR@ix.netcom.com (Ronald Merritt)

You wrote:

>
>Hi all,
>
>I'm presently considering buying a PC and have some questions:
>>
>Finally, has anyone had any trouble with Imagine and the Pentium? There
was
>an article on C4 News here about Intel admitting that they have shipped
>6 million Pentium chips with a major bug in the math processing, which
I
>guess would be fairly important for raytracing.
>
>Andrew
>
I am running Imagine 3.0 PC on a 90mhz Pentium machine, and I have found
no problems at all with the chip. Imagine runs verrry fast, rendering
ray-traced scenes at blazing speeds. (compared to the 50mhz 486 that I
used to work on) If I run into any problems, I'll post it on the list.

Rich Merritt
RICHMERR@ix.netcom.com

                              Thread   276
                        -=> RETURN TO CONTENTS!<=-

1.279   MSG-276 Subject: Re: Imagine PC Questions

```
Subject: Re: Imagine PC Questions
Date:     Monday, 28 November 1994 01:38:00
From:     Cliff Lee <cel@tenet.edu>
```

```
      --------------------------------------------------------------------------
```

```
On Sun, 27 Nov 1994, Andrew Nunn wrote:

> I read in the Gazette that Imagine requires a VESA compliant display card. I
> guess this is not the same as VESA local bus or is it? If not, how do you
> tell if a card is compliant?

They are one and the same.  A card is compliant if it supports the VESA
display modes.  Either interneally or with a TSR.   I've run in 640x480
on several "clone" no-named cards with little problem.  I had minor
problems with a Diamond Stealth.  I have a "clone" SVGA card based on the
CIRRUS LOGIC chipset that works fine.

> Can the PC version be run at different resolutions, or does the code have
> to be hacked like the Amiga version?

I've not tried to set it at anything higher than 640x480, but I think
that its just a matter of changing a setting in the configuration menu.

> Finally, has anyone had any trouble with Imagine and the Pentium? There was
> an article on C4 News here about Intel admitting that they have shipped
> 6 million Pentium chips with a major bug in the math processing, which I
> guess would be fairly important for raytracing.

I read about this and was under the impression that the errors in the
presicion of the chip were of a very high end nature.  I was discussing
this with someone as it pertains to word processing though were the
user would never see it.  In raytracing, the problem may well manifest
itself, depending on the level of detail in the scene.  (I DON'T KNOW
THIS FOR SURE, JUST A GUESS)  So I guess its wait and see...

Cliff Lee         cel@tenet.edu
"You can always make up a class,
 You can never  make up a party!"
```

```
                              Thread         278
                         -=> RETURN TO CONTENTS!<=-
```

1.280   MSG-277 Subject: Re: Imagine PC Questions

```
Subject: Re: Imagine PC Questions
Date:     Monday, 28 November 1994 01:50:21
From:     "Daniel T. Edwards" <dedwards@scs.unr.edu>
```

```
      --------------------------------------------------------------------------
```

On Sun, 27 Nov 1994, Andrew Nunn wrote:
> Can the PC version be run at different resolutions, or does the code have
> to be hacked like the Amiga version?

No, so far as I know, there is only the Impulse provided resolution.
But on my PCI bus sVGA card, Imagine fills the screen and looks quite
presentable. I have no idea what the resolution is, but it is just
fine.

> Finally, has anyone had any trouble with Imagine and the Pentium? There was

I use Imagine on an old Pentium 90Mhz. Imagine NEVER crashes. There are
no rendering bugs that are the fault of the processor. (the Pentuim bug
has to do with multiplying a twenty digit number by the reciprocal of
itself. The answer should be exactly 1 but ends up being something
like .99999999999693672578) Anyway, Imagine doesn't use that kind of
precision, so it never notices the problem.

> Andrew

// James R. Walker   WalkerVision Videographics //
// dedwards@pogonip.scs.unr.edu   //

                          Thread   76
                       -=> RETURN TO CONTENTS!<=-

1.281   MSG-278 Subject: Re: Imagine PC Questions

Subject: Re: Imagine PC Questions
Date: Monday, 28 November 1994 02:09:38
From: grieggs@netcom.com (John Grieggs)


```
      --------------------------------------------------------------------------
```

>
> Hi all,
>
> I'm presently considering buying a PC and have some questions:
>
> I read in the Gazette that Imagine requires a VESA compliant display card. I
> guess this is not the same as VESA local bus or is it? If not, how do you
> tell if a card is compliant?
>
VESA display compliance is not the same as VESA LB. I have a display card

that is both VESA LB and has the VESA display modes.

The card should say if it has VESA support in ROM. Most cards can be made
to use VESA display modes using UNIVESA or a similar hack, but Imagine is
kind of picky about what else is running so I wouldn't swear that UNIVESA
is good enough for it.

> Can the PC version be run at different resolutions, or does the code have
> to be hacked like the Amiga version?
>
Imagine runs in whatever mode it damn well feels like, just like on the
Amiga. What did you expect? :(It only runs on top of raw DOS, also - no
chance of invoking it from OS/2 or Windows or anything like that. In fact,
you'll almost certainly need a special boot disk for it.

I find it painful to run. I normally run OS/2. OS/2 is like an Amiga,
more or less. I normally have the Internet Acess Kit attached to my
provider with SLIP running, with a couple of telnets and a WWW browser
active, along with Photoshop, Quicken, Word, and a couple of other things
going. To run Imagine, I have to shut all of that down and re-boot from
a special floppy disk which doesn't even load any TSRs. :(

> Finally, has anyone had any trouble with Imagine and the Pentium? There was
> an article on C4 News here about Intel admitting that they have shipped
> 6 million Pentium chips with a major bug in the math processing, which I
> guess would be fairly important for raytracing.
>
No Pentium here, sorry. Imagine does seem to use a lot of fixed point
internally, so it may not be affected all that much.

> Andrew
>
_john

                              Thread   277
                       -=> RETURN TO CONTENTS!<=-

1.282   MSG-279 Subject: Is imagine 3.1 a downgrade?

Subject: Is imagine 3.1 a downgrade?
Date: Monday, 28 November 1994 02:30:37
From: Kent Marshall Worley <mumu@america.net>

 I am beginning to feel like I have wasted too much time and money on this
#5&@#$% program. I tried the bones feature in 3.1 and I was getting some
wierd results. Some bones did not work others did just the opposite of
what I expected. I was using the bones tutorial that was uploaded here.
It is very simple, a tube with 2 joints. I did the same tutorial with 3.0
and it worked fine. There are new features in 3.1 that work but older

things I have been used to using do not work. This has been a trend with
impulse for a while.
  Kent Worley
   - I guess it is time to get Real 3D-

                              Thread   307
                       -=> RETURN TO CONTENTS!<=-

1.283   MSG-280 Subject: Re: ARexx Script Files

Subject: Re: ARexx Script Files
Date: Monday, 28 November 1994 04:06:22
From: imagine@jknight.demon.co.uk (Julian Knight)

Hi Ian, on Nov 22 you wrote:

> %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%%
>
> Hmmm... something got messed up with the script file message.
> It is an esay fix. Just delete the first few lines of numbers.
> The file you save should start with "/* ARexx..." and not "602960..."
> I just downloaded the post that the IML sent back and it unextracts
> fine once you remove the garbage at the beginning. Anyway...
>
Thanks for the scripts, havn't had a chance to use them yet but I'm sure that
they will be very usefull.

> I tried increasing the size of my scene like was mentioned on the
> list and it cut the time to render in half! I experimented around
> with trying to figure out the maximum I could expand and came up with
> a few guidelines. Go into the stage menu and turn on the coordinate
> display in the titlebar. Next, find the furthest object away from
> the center of the world. Including lights and the camera. Since
> the Imagine world is 65536 units in all directions, the max placement
> for an object is 32768. In my scene, a light was 1900 units away
> from the center. So 32768/1900 gave me 17. In theory, that should
> fill the imagine space with my scene, and it looked fine in the stage
> editor. But trying to render gave me an "Octvolume too large" error.
> I had to reduce the multiplier to around 8 to get it to render.
> Not sure why, anyone know the reason?
>

WO THERE! You don't need to go to all that trouble! Simply go into the action
editor & add a size entry for Global, make the size 0,0,0 & Imagine will work
out the best size for itself! It does take slightly longer to initialise each
frame though but for a single frame it makes no real difference. I think that
"Understanding Imagine" recommends a world size of 1024x1024x1024 for maximum
speed under Imagine 2, I guess this is probably the same for 3?

auf Wiedersehen,

```
Julian. /------------------------------------+------------------------\
        |Email:      julian@jknight.demon.co.uk | A4000/040, 14MB/320MB, |
        |Day/Urgent: gbkxf6cf@ibmmail.com       |    Opal, Retina (4MB), |
        |Location:   Redditch, Worcestershire,  |   One-Stop-Music-Shop, |
        |                 United Kingdom.       |   Imagine 3, ADPro ... |
        \------------------------------------+------------------------/
```


                              Thread   281
                        -=> RETURN TO CONTENTS!<=-

1.284   MSG-281 Subject: Re: ARexx Script Files

Subject: Re: ARexx Script Files
Date: Monday, 28 November 1994 08:49:28
From: Ian Smith <CBB105@PSUVM.PSU.EDU>

   %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%%

On 27 Nov 94, imagine@jknight.demon.co.uk (Julian Knight) wrote:
>Hi Ian, on Nov 22 you wrote:
> Thanks for the scripts, havn't had a chance to use them yet but I'm sure that
> they will be very usefull.

I sure hope so.. writing them was not too hard, but to release them I had
to write instructions! Yuck. :-)

> > [Description of finding the correct object size in stage deleted]
>
> WO THERE! You don't need to go to all that trouble! Simply go into the
> action editor & add a size entry for Global, make the size 0,0,0 &
> Imagine will work out the best size for itself! It does take slightly
> longer to initialise each frame though but for a single frame it makes no
> real difference. I think that "Understanding Imagine" recommends a world
> size of 1024x1024x1024 for maximum speed under Imagine 2, I guess this is
> probably the same for 3?

Yes, I have my world size set to 0,0,0. What I was trying to say in the
above was how I figured out how big to increase the OBJECT sizes in the
scene. Imagine has limit on how big you can make an object, so if you
use my script to increase the size of your scene by a factor of a hundred
thousand, it will not render very well. The script does not change the
world size, although thinking on it, it should if it's not already 0.

--
cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)

(Imagine *NEEDS* ARexx! Pleeeeease, Impulse? :-)

Thread   244
-=> RETURN TO CONTENTS!<=-

1.285   MSG-282 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Monday, 28 November 1994 12:15:36
From: cjo <cjo@smtpgw.esrange.ssc.se>

>are you using 3.1 ? This feature did not work in 3.0
>   Kent Worley

Yes

Conny J

Thread   223
-=> RETURN TO CONTENTS!<=-

1.286   MSG-283 Subject: Re: Texture smear

Subject: Re: Texture smear
Date: Monday, 28 November 1994 15:35:24
From: cjo <cjo@smtpgw.esrange.ssc.se>

It works.
It works!
IT WORKS!!!

If my boss could see me dancing around the satellite control center he would
probably call for some men in white robes.

Yes, you are right (all of you). Referring to my previous mail on the
subject (about a week ago) I had made steps 3 and 4 in the wrong order (I
made the state before I defined 'lockstate' in the texture-requester).
But the question arises; why does it have to be performed this _exact_ way?
Why is Imagine this sensitive about in _what order_ you apply things?
Whay can't you do it in any order you like?

Also, I must express my warm thanks to all of you who have involved

yourselves in this matter. I could NEVER have figured this one out for
myself. THANK YOU!!!

```
-----------------------------------------------------------------
|   Conny Joensson   |   Swedish Space Corp. Esrange          |
|   Kiruna           |   Satellite operations - Telecom Div.  |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se            |
-----------------------------------------------------------------
```

                           Thread   129
                    -=> RETURN TO CONTENTS!<=-

1.287   MSG-284 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Monday, 28 November 1994 17:46:24
From: cjo <cjo@smtpgw.esrange.ssc.se>

Charlie Blaquiere wrote;
>On Thu, 17 Nov 1994, Shinobi wrote:
>>I want to apply a texture (or brushmap) to a sphere and tack it. Then I
>>want to deform the sphere and, thus, have the texture or brushmap deformed
>>along with it. If I can figure out how to do this I can develop some cool
>>techniques!!
>
>Add a primitive sphere. Add a state, accept the name DEFAULT. Set
>attributes, including the brushmap you wish to tack. In the brushmap
>requester, enter DEFAULT as the Lock State. (As a side note, never use this
>state when morphing in the action editor. If you wish, you can
>immediately make a copy of the DEFAULT state, call it START, and use
>_that_ in the action ed.)

>Then do whatever you wish to your sphere: fold, staple, mutilate it!
>Create a new state, call it DEFORMED. Do a quickrender: the brushmap will
>follow the deformations, because you gave it a state to lock on to.

No no no !!!
Almost right, but not quite.
(See my previous message posted just minutes ago.)

Conny J

                           Thread   221
                    -=> RETURN TO CONTENTS!<=-

1.288   MSG-285 Subject: Sorry Could Not Find Subject!

```
Date:      Monday, 28 November 1994 18:46:09
From:      paulC@Dieppe.artmediatech.nl (Paul Claessens)
```

```
            --------------------------------------------------------------------------
```

Hello there,

I've got a question concerning compatibility of projects between the AMIGA
and the PC version of Imagine. For example, when I make a project on the
Amiga and I copy it to the PC and I render it there. Does it render exactly
the same image? I mean concerning lamps, reflections etc...

Also, does anyone know if there's a program that converts OBJECTS into ascii
and visaversa, including state-data?

thanks in advance...

paul

```
                            Thread         78
                       -=> RETURN TO CONTENTS!<=-
```

1.289   MSG-286 Subject: Accelerating to 040 land

```
Subject: Accelerating to 040 land
Date:      Monday, 28 November 1994 20:05:37
From:      Andrew Conway <conway@astro.gla.ac.uk>
```

```
            --------------------------------------------------------------------------
```

Dear Folks,
      I'm beginning to feel that my A3000's 030/25 is simply not enough for
ray-tracing in Imagine. Does Imagine take the 68040 to its full worth-
how many times faster in *practice* is it than the 030?

 I'm wondering if folk could tell me about their experiences
(good/bad) in putting an 040 accelerator in an A3000. I'm especially
concerned with contiguous memory problems in playing anims.
thanks
Andrew

```
                            Thread        299
                       -=> RETURN TO CONTENTS!<=-
```

1.290   MSG-287 Subject: States in a Hierarchy?

```
Subject: States in a Hierarchy?
Date:    Monday, 28 November 1994 21:31:07
From:    cjo <cjo@smtpgw.esrange.ssc.se>
```

```
    --------------------------------------------------------------------------
```

```
Ian Smith wrote;
>I have been puzzling over a problem recently.  What I have is an engine
>object.  It has blades in the inside that will spin, and vents on the
>back that move up and down.  The problem is states does not seem to
>work well for this kind of problem.  Say you have four grouped objects
>objects...  A is the parent of B, C, and D.
>                                                  A---D
>Now B, C, and D are all complex          Ex:    / \
>objects with many states attached to           B   C
>them.  They were made by selecting a
>child object and then the states menu function.  This works fine so far.
>I can have 6-7 states for the child objects, and switch between each
>one as needed.  The problem is that they do not animate propperly.  When
>I select States Anim it does very bizzare things, none of which produce
>the effect I am looking for.  Is there a way to make a complex object
>with states that works like this?

I haven't been using states to do anything remotely this complicated :-| but
a good 'rule-of-thumb' is; never put states on the major parent object.
If you necessarily want to apply states to that object first group it to a
sepparate axis. Something like:
                                         axis-> O
                                                 \
                                                  A---D
                                                 / \
                                                B   C


-----------------------------------------------------------------
|   Conny Joensson   |   Swedish Space Corp. Esrange          |
|   Kiruna           |   Satellite operations - Telecom Div.   |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se             |
-----------------------------------------------------------------



                     Thread         294
                  -=> RETURN TO CONTENTS!<=-
```

1.291   MSG-288 Subject: Re: Is imagine 3.1 a downgrade?

```
Subject: Re: Is imagine 3.1 a downgrade?
Date:    Monday, 28 November 1994 21:51:09
From:    Ed Totman <etotman@gort.ucsd.edu>
```

On Sun, 27 Nov 1994, Kent Marshall Worley wrote:
> I am beginning to feel like I have wasted too much time and money on this
> #5&@#$% program. I tried the bones feature in 3.1 and I was getting some
> wierd results. Some bones did not work others did just the opposite of
> what I expected. I was using the bones tutorial that was uploaded here.
> It is very simple, a tube with 2 joints. I did the same tutorial with 3.0
> and it worked fine. There are new features in 3.1 that work but older
> things I have been used to using do not work. This has been a trend with
> impulse for a while.

I find that bones in 3.1 are _much_ easier and faster to set up. The text
that came with the upgrade was clear (to me) on how to create objects with
bones. Yes, the procedure for setting up bones is different in 3.1, and
if you use a tutorial designed for 3.0 you will have problems. In 3.0 we
had to create and name all subgroups _then_ assign those subgroups to
bones. Now all you have to do is select faces, select 'make small (or
big) subgroups', then pick the bone. Imagine does the rest. Perhaps you
are confused because Imagine doesn't tell you that it expects you to pick
a bone after you've selected a set of faces?

Ed Totman
etotman@gort.ucsd.edu

                                Thread   23
                           -=> RETURN TO CONTENTS!<=-

1.292   MSG-289 Subject: Re: Imagine PC Questions

Subject: Re: Imagine PC Questions
Date: Monday, 28 November 1994 22:56:49
From: Ed Totman <etotman@gort.ucsd.edu>

On Sun, 27 Nov 1994, John Grieggs wrote:

> > Can the PC version be run at different resolutions, or does the code have
> > to be hacked like the Amiga version?
> >
> Imagine runs in whatever mode it damn well feels like, just like on the
> Amiga. What did you expect? :(It only runs on top of raw DOS, also - no
> chance of invoking it from OS/2 or Windows or anything like that. In fact,
> you'll almost certainly need a special boot disk for it.

I use DOS 6.2 and I've set up a boot menu with imagine as one of the
options. The menu is easy to create and edit; I didn't find the
experience difficult at all. If you would like a copy of the imagine

section of my config.sys or autoexec.bat, email me.

Ed Totman
etotman@gort.ucsd.edu

                              Thread   275
                     -=> RETURN TO CONTENTS!<=-

1.293   MSG-290 Subject: Fr

Subject: Fr
Date: Monday, 28 November 1994 23:54:28
From: Carsten Bach <infoflex@inet.uni-c.dk>

I have tried to use fr to make trees and snowflakes.
But every time i try to make trees i get an error. And the system crashes
.. some thing with the input device.
When i chose to make a 3d-snowflake and convert it using pixel3d it looks
like a strange triangel shaped object (is it supposed to look like
thist ?) The funny part comes when i try to load a converted object into
imagine. The 3d-Snowflake depth 2/3. I get the error Not enough ram.
I use a 4000/40 12 Mb ram.

Any good ideas?

Arne Voigt

                              Thread   296
                     -=> RETURN TO CONTENTS!<=-

1.294   MSG-291 Subject: Re: Your mail

Subject: Re: Your mail
Date: Tuesday, 29 November 1994 01:48:49
From: Douglas Rudd <rudd@plk.af.mil>

>

> Hello there,
>
> I've got a question concerning compatibility of projects between the AMIGA
> and the PC version of Imagine. For example, when I make a project on the
> Amiga and I copy it to the PC and I render it there. Does it render exactly
> the same image? I mean concerning lamps, reflections etc...
>
> Also, does anyone know if there's a program that converts OBJECTS into ascii
> and visaversa, including state-data?
>
> thanks in advance...
>
> paul
>
>
>
Just posted a comparison I did on speed using a 486 and two Amigas. The
renderings were identical - if they had not been, then I would not consider
the test valid. I think ISL will help now that it is available on both
cpus.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

                          Thread   358
                       -=> RETURN TO CONTENTS!<=-

1.295   MSG-292 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land
Date: Tuesday, 29 November 1994 02:07:24
From: Douglas Rudd <rudd@plk.af.mil>

>
> Dear Folks,
>   I'm beginning to feel that my A3000's 030/25 is simply not enough for
> ray-tracing in Imagine. Does Imagine take the 68040 to its full worth-
> how many times faster in *practice* is it than the 030?
>
>   I'm wondering if folk could tell me about their experiences
> (good/bad) in putting an 040 accelerator in an A3000. I'm especially

> concerned with contiguous memory problems in playing anims.
> thanks
> Andrew
>

While hardly an exhaustive or scientific test, I rendered an object set
consisting of a 32 Dodge and lamp using Imagine2.9 in "trace" mode,
640x400. I used an A1200/030 50Mhz, an A2000/040 33Mhz, and a 486DX2/50.

The results were as follows:

        A1200/030-50mhz: 14 hours apx
        486DX2/50:   9:40 hours apx
        A2000/040-33mhz: 5:20 hours apx

As I said, this is only one data point. Many variable could enter, but
for me, my 040 is consistantly faster than either my 030 or 486. I
haven't tried this with Im30 or Im31. Does anyone else have some
comparative data?

Safe to say that an A3000/040-40mhz would really cook.

Doug Rudd
rudd@plk.af.mil

And God made the world in six days and on the seventh said, "I'll let the thing
into orbit spin." A few billion years or so went by when he looked down upon the

whirling glob, and with a shrug and a sigh said "Oh well, it was only a six day
job."

                        Thread   304
                   -=> RETURN TO CONTENTS!<=-

1.296   MSG-293 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land
Date: Tuesday, 29 November 1994 02:57:47
From: changc9@rpi.edu (Cedric Georges Chang)

On Nov 28, 12:17pm, Andrew Conway wrote:
>   I'm beginning to feel that my A3000's 030/25 is simply not enough for
> ray-tracing in Imagine. Does Imagine take the 68040 to its full worth-
> how many times faster in *practice* is it than the 030?

When I first installed an '040 in my 3000, I did some timing tests, but this
was several months ago and I don't remember the hard data. Off the top of

my head, I remember rendering scenes about 4 times faster. Impulse says
that Imagine is '040 optimized, plus there are '040 optimised versions of
the Essence Textures. I remember being quite worried about the 68040 not
having the trig functions built into the math unit, but my accerlerator
card speeds up Imagine enough to be worth its cost. I have a 28MHz '040,
so I'm sure the 40MHz chips will give even faster performance.

> I'm wondering if folk could tell me about their experiences
> (good/bad) in putting an 040 accelerator in an A3000. I'm especially
> concerned with contiguous memory problems in playing anims.
> thanks

Overall I have had good experiences with an '040 in my A3000. Be prepared
that old software (especially games) may not run with the '040. Also, WB3.1
seems to have better support for the 68040 chip.

As far as memory is concerned, to get the maximum speed out of your
accelerator, you'll want memory on the accelerator board (I have 8MB of ram
on my GVP accelerator). Yes, it does cause contiguous memory problems.
Even though I have 26MB of ram (2MB chip, 16MB motherboard, 8MB accelerator),
the largest Magic Lantern anim I can make is 16MB. I haven't yet tried
making a IFF anim over 16MB, but I imagine that I will run into the same
problem.

Cedric
--

Cedric Chang   Mechanical Engineer   // Amiga 3000 '040
changc9@rpi.edu   Rensselaer Polytechnic Institute   \X/ EGS Piccolo
----

                         Thread   292
                       -=> RETURN TO CONTENTS!<=-

1.297   MSG-294 Subject: Re: States in a Hierarchy?

Subject: Re: States in a Hierarchy?
Date: Tuesday, 29 November 1994 06:47:44
From: Ian Smith <CBB105@PSUVM.PSU.EDU>

  %%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%=
%

On 28 Nov 1994, etotman@gort.ucsd.edu (Ed Totman) wrote:
> Perhaps you could upload a portion of the offending object to amine=
t so
> that others could take a look. Or you could uuencode a piece to me=
 and
> I'll give it a try. Have you tried using 'conform' to limit the mo=
tion

> of the objects? This may complicate things though.

I made a quick sample object small enough to post here on the IML. I=
t
has three objects grouped to a parent axis. Each object has a DEFAUL=
T
state and a SCALE_10% state. What I want to be able to do is contro=
l
each object seperatly using states while keeping the entire object se=
t
grouped together. It works to a point, but I can't control it in an=
y
animation. I really hoped IM 3.1 would let you control each object i=
n
the group seperatly as promised, but it's not there. Any ideas on ho=
w
to make a complex object with lots of moving pieces? The project I a=
m
working on is a hovercraft. I have the engines made, and can make th=
e
blades rotate, but if I want to animate some fins on it's back, I hav=
e
to make them all seperate objects. No good, especially when I need t=
o
use the Apply to Child Objects button for several textures. I do hop=
e
Impulse adds control of each object in a hierarchy in the stage edito=
r
like they said they would with version 3.0 of Imagine.

begin 644 TestState.lha
M(R@M;&@U+>D!''`#."0``>:1\'0('#51E<W13=3D&%T92YI;;V(U'0(`%0`;;'&&>#FF;TM?B>&@>>M
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M(]):5-ONF&&>&&.>E9F#A8'&M
MT[()::L-F&VVS*I9F*#48YH:|l+,#P*&F\'-FVC;CBT$DV'']7ODQC27_A;%/
MMB'[I=N?M''7&]@,,>Q@>AC#/XC?ENce8!P`ED1"*?ki>8p![#""@4?:&mvr_s71#;
MLpG7/co;?m=88_)a%';5e#6;]s/wy(ie[=88i2icp1+3'q,st;4t2ow&irs2dg:4s)
M=3d*+a<rmn&5z9.*2,_xn%7+57_un&ny5*h1in&zrp1s0f,ph\r$peglf/']\8/
Mdym%=3d0dq,-p.*vzw>uyz=3ds;-\8s?4r;+.zr'%-k=3d;-c>bfus>n');=3d=88u9h=
?>N
MB/BN>_W>=3D9]C)LL["E-3:W"R73M#<D\]9D[=3DO7BSI"35P'GNN6-*%HV%;M?#0
MN2J%)O3.Y&<BCX<V\7:NTO;28N#Z5SNCF['\=883WV$#\69.['.U"WGGTBW?B0W
M5JV@<&0*3I7HIM/R7[1SB_$Z19_0=3DZ>"3\G1]!WM:?\=3D_ZK/,.=88RR'T#O8WU#
M#OKX=3ds<(z.*?$=3dxb\[awsk'ay#owycg=88x[\?=88'?cu#on,_2oo.]c?=88#oqz=
AW1
``
end

--
cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
                    (Imagine really needs ARexx! Please Impulse? :-)

                          Thread   295
                  -=> RETURN TO CONTENTS!<=-

1.298   MSG-295 Subject: Re: States in a Hierarchy?

```
Subject: Re: States in a Hierarchy?
Date:     Tuesday, 29 November 1994 08:46:19
From:     Charles Blaquiere <blaq@io.org>
```

On Sun, 27 Nov 1994, Ian Smith wrote:

> combination. The only solution I see is keeping everything seperate,
> and using Associate in the Action editor.. but this keeps you from using
> Apply to Child Object for brushes and textures and is a big pain. Any
> comments?

From my vantage point, it seems you are right, unfortunately. I think you
can have your cake and eat it too, i.e. have separate objects, each with
its own states, yet have them move as a group by associating them with a
separate axis. Unfortunately, you do lose the "apply to child"
functionality; looks like someone who wants to have his cake, eat it too,
and sell it too.

Have you considered loading each object, plus the pseudo-parent axis, and
using Apply to painlessly duplicate the axis' attributes on all the other
objects? You wouldn't miss "apply to child" that much, then.

<div align="center">
Thread   194
-=> RETURN TO CONTENTS!<=-
</div>

1.299   MSG-296 Subject: Fr

```
Subject: Fr
Date:     Tuesday, 29 November 1994 10:39:57
From:     Mtucibat@cris.com
```

Hi Arne,

I> I have tried to use fr to make trees and snowflakes.
I> But every time i try to make trees i get an error. And the system crashes
I> .. some thing with the input device.
I> When i chose to make a 3d-snowflake and convert it using pixel3d it looks
I> like a strange triangel shaped object (is it supposed to look like
I> thist ?) The funny part comes when i try to load a converted object into
I> imagine. The 3d-Snowflake depth 2/3. I get the error Not enough ram.
I> I use a 4000/40 12 Mb ram.
I>
I> Any good ideas?

==================

```
          Sure.  Sounds like you might not have set a stack for fr to
          use, and that's crashing your system.  The docs recommend
          at least 30000.

          The "snowflake" is a von Koch snowflake and looks sorta like
          a filagree pyramid.  How the hell do you spell philogree?
          Anyway, they are very complex and take up ram.

          L8R

          -mikeT
```

* Offline Orbit 0.70a * ...Amiga. Designed to break the laws of physics...

                          Thread   301
                    -=> RETURN TO CONTENTS!<=-

1.300   MSG-297 Subject: Re: Texture smear

```
Subject: Re: Texture smear
Date:    Tuesday, 29 November 1994 12:18:14
From:    cjo <cjo@smtpgw.esrange.ssc.se>
```

```
>> It works.
>> It works!
>> IT WORKS!!!

>Excellent!  For clarity, could you re-post the correct procedure, or
>just send me a copy?  Thanks!
>
>Ed Totman


Sure. Here it comes .....

> I tried it, but I can't make it work :-(
> Here is what I did:
> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Created state "DEFAULT" (object/grouping, shape, texture)
> 4. Attributes, Info, Lockstate=DEFAULT
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape)
> 7. Quickrendered both states
> 8. :-(((
>
> Did I do anything wrong?
```

Well maybe
try it this way:

> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Attributes, Info, Lockstate=DEFAULT
> 4. Created state "DEFAULT" (object/grouping, shape, texture)
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape, texture)
> 7. Quickrendered both states

as you can see I moved 4 to position 3 and 3 to 4, as well as adding the
texture button to 6, which is probably were the problem lies.

Oh well hope this gets your textures to do the twist..

=RRW=


```
-----------------------------------------------------------------
|   Conny Joensson    |   Swedish Space Corp. Esrange          |
|   Kiruna            |   Satellite operations - Telecom Div.   |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se             |
-----------------------------------------------------------------
```


                        Thread   283
                    -=> RETURN TO CONTENTS!<=-

1.301   MSG-298 Subject: Read Write Error problem

Subject: Read Write Error problem
Date: Tuesday, 29 November 1994 18:24:09
From: mr KRZYSZTOF KORSKI <SZULD@ucinvl.uci.agh.edu.pl>

   Dear Imagineers,
Lately I discovered that during rendering I often have read-write
error on GOOD disk. Having checked that disk (using FixDisk) I can
see that Root directory (40th track) is damaged.
After repairing I loose at least one file.
Cooperation disk-other program seems to be good...(no read-write
errors!!!).
After global checking I know:

1. There is no virus (or my virusdetectors are old)
2. There is no Saddam activity (according to Nuke)
3. There is less probable to have R-W error when Imagine screen is
hidden -then my disk-drive works faster(I am able to hear its motor
activity)
4. There is no difference between no-name and f.e. Maxell DD disks...

Does ChangeTaskPri command help me? How?

I'm using KS1.3, A500, 2.5MB RAM, AR MkIII, Imagine 2.0

                              Krzysztof Korski,
                      szuld@ucinvl.uci.agh.edu.pl

                          Thread   118
                  -=> RETURN TO CONTENTS!<=-

1.302   MSG-299 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land
Date: Tuesday, 29 November 1994 22:57:27
From: Ed Totman <etotman@gort.ucsd.edu>

On Mon, 28 Nov 1994, Douglas Rudd wrote:
> The results were as follows:
>
>   A1200/030-50mhz: 14 hours apx
>   486DX2/50:   9:40 hours apx
>   A2000/040-33mhz: 5:20 hours apx
>
>
> As I said, this is only one data point. Many variable could enter, but
> for me, my 040 is consistantly faster than either my 030 or 486. I

Although I don't want this thread to degenerate into an Amiga/PC war, I
feel I must make the point that one can obtain an entire 486/66 system
for less than $1000. A new 040 system would cost at least 2x as much.
I own both Amiga's and PC's, so I know the benefits of both platforms, but
cost is a major factor for most people.

Ed Totman
etotman@gort.ucsd.edu

                          Thread   293
                  -=> RETURN TO CONTENTS!<=-

1.303   MSG-300 Subject: Re[2]: Texture smear

Subject: Re[2]: Texture smear
Date: Tuesday, 29 November 1994 23:47:35
From: spack@mv.us.adobe.com

>as you can see I moved 4 to position 3 and 3 to 4, as well as adding the
>texture button to 6, which is probably were the problem lies.

>Oh well hope this gets your textures to do the twist..

>=RRW=

Actually, under 3.1 it works either way – I tried it last night. There were no

problems with performing the lockstate either before or after the state had been

created. For the people that this did not work, are you using 3.0?

-Scott
spack@adobe.com

                              Thread   27
                        -=> RETURN TO CONTENTS!<=-

1.304   MSG-301 Subject: Fr - I'd like to get a copy.

Subject: Fr – I'd like to get a copy.
Date: Wednesday, 30 November 1994 01:14:58
From: Kurt Yamamoto <kurty@urfim.ucla.edu>

Hi,
      I know this has been asked for many times in the
past but can anyone out there send me a copy of 'fr' the
fractal tree generation program. I've been trying to get my
hands on a copy of this but am having much difficulty.
      A member of this list was kind enough to send me
a MIME encoded copy of this program but for the life of
me I couldn't decode it. I downloaded a MIME related FAQ,
used mpack (PC), tried UUTXT (amiga) but no dice.
      If someone out there who has a copy could Lharc
it and e-mail it to me as a binary attachment I would be
very grateful.

                  Thanks in advance for any help.

                  KurtY@urfim.ucla.edu

```
                        Thread           87
                  -=> RETURN TO CONTENTS!<=-
```

1.305   MSG-302 Subject: Re: UU me the demo

```
Subject: Re: UU me the demo
Date:     Wednesday, 30 November 1994 01:14:59
From:     enigma@amanda.dorsai.org
```

```
    ----------------------------------------------------------------------
```

A few people have written me, wanting to get the new FreeForm3D 1.9
demo, with real-time Inverse Kinematic modeling, but have no FTP access. I
figured they probably weren't the only ones in this situation; so if
you'd like to check out the 1.9 demo, and you haven't been able to get
it, and you can receive an email message that's 300K, and UU decode it;
send me a message saying "UU me the demo", and I'll mail it back to you.

Fori Owurowa

```
                        Thread          153
                  -=> RETURN TO CONTENTS!<=-
```

1.306   MSG-303 Subject: Re: Fr

```
Subject: Re: Fr
Date:     Wednesday, 30 November 1994 02:28:03
From:     RIX JAMES <99rix@lab.cc.wmich.edu>
```

```
    ----------------------------------------------------------------------
```

On Mon, 28 Nov 1994, Carsten Bach wrote:

> I have tried to use fr to make trees and snowflakes.

      Where can I find "fr" on the internet.

```
                        Thread          205
                  -=> RETURN TO CONTENTS!<=-
```

1.307   MSG-304 Subject: Re: Accelerating to 040 land

```
Subject: Re: Accelerating to 040 land
Date:    Wednesday, 30 November 1994 02:29:26
From:    RIX JAMES <99rix@lab.cc.wmich.edu>
```

```
         ------------------------------------------------------------------------
```

```
On Mon, 28 Nov 1994, Andrew Conway wrote:

>  I'm wondering if folk could tell me about their experiences
> (good/bad) in putting an 040 accelerator in an A3000. I'm especially
> concerned with contiguous memory problems in playing anims.

The use of an 28 Mhz 68040 accelerator in an Amiga 3000 reduced the
rendering times by about a factor of 4 from an 68030 running at 25 Mhz.
In my Amiga 3000 I use the Mercury 68040 board from PP&S with 16 megs of
ram.  This board works very good and I am happy with it.  Howver, when
the new Amigas start comming off the assembly line I plan to place a
 50 Mhz 68060 accelerator with 32MB of ram.
        Hope you have good luck with your rendering in the future.
```

```
                        Thread        309
                   -=> RETURN TO CONTENTS!<=-
```

1.308   MSG-305 Subject: Where can fr be found ?

```
Subject: Where can fr be found ?
Date:    Wednesday, 30 November 1994 03:24:49
From:    "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>
```

```
        ------------------------------------------------------------------------
```

```
Greetings.....

    I am wandering the world in search of fr.  Could anyone
tell me where it might be found?

Thanks...
_____
               |          Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart       |     /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
               |  \XX/   FreeNet : af804@freenet.buffalo.edu
               |     *** AMIGA - Computers for REAL MEN ***
================================================================
```

```
                        Thread         55
                   -=> RETURN TO CONTENTS!<=-
```

1.309   MSG-306 Subject: Particles

```
Subject: Particles
Date:     Wednesday, 30 November 1994 04:04:56
From:     Tommy Carlsson <e90tca@efd.lth.se>
```

```
  ------------------------------------------------------------------------
```

```
Hi I need help with particles.

Im doing a animation where two object hit each other brake, like glas, and
then fall to the ground in a nice pile.
But I cant  get the particles to work in the way I want them too.
Any suggestions how I should set up the particle special effect.

Thanks !!
T.C
```

```
                             Thread        47
                       -=> RETURN TO CONTENTS!<=-
```

1.310   MSG-307 Subject: Re: Is imagine 3.1 a downgrade?

```
Subject: Re: Is imagine 3.1 a downgrade?
Date:     Wednesday, 30 November 1994 05:47:47
From:     joec@ensoniq.com (Joe Cotellese)
```

```
  ------------------------------------------------------------------------
```

```
>things I have been used to using do not work. This has been a trend with
>impulse for a while.
>  Kent Worley
>   - I guess it is time to get Real 3D-

Or Lightwave
```

```
                             Thread        288
                       -=> RETURN TO CONTENTS!<=-
```

1.311   MSG-308 Subject: Re: Wanted: ALL info on Screen Size Hack

```
Subject: Re: Wanted: ALL info on Screen Size Hack
Date:     Wednesday, 30 November 1994 06:10:23
From:     joec@ensoniq.com (Joe Cotellese)
```

>versions of Imagine. I sold my Amiga and have migrated my
>Imagine collection to the PC. I would like to recomplete
>the Amiga Imagine screen hack list. So far, I have info on
>versions 1.1 - 2.9. If you have the required info on ANY
>version of Imagine, please mail me (personal email only!)
>I'd especially like to hear from the guys in Europe who
>use PAL versions of 3.0 and 3.1.
>
Does the hack work with the PC version of Imagine?

Joe Cotellese

                          Thread   110
                      -=> RETURN TO CONTENTS!<=-

1.312   MSG-309 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land
Date: Wednesday, 30 November 1994 06:55:08
From: Kent Marshall Worley <mumu@america.net>

On Mon, 28 Nov 1994, Andrew Conway wrote:

> Dear Folks,
>   I'm beginning to feel that my A3000's 030/25 is simply not enough for
> ray-tracing in Imagine. Does Imagine take the 68040 to its full worth-
> how many times faster in *practice* is it than the 030?
>
> I'm wondering if folk could tell me about their experiences
> (good/bad) in putting an 040 accelerator in an A3000. I'm especially
> concerned with contiguous memory problems in playing anims.
> thanks
> Andrew
>
 I have had problems with a GVP 68040 accelerator and ADPRO and OPALVISION.
large 24bit picture files or anims would not load. It has been a while, I
cannot remember the error but it never worked and I started using a PC to
render and transfer the images to the Amiga. This was an A3000T and it
was over a year ago and I think 68040 hardware has gotten better.
   Kent Worley

1.313   MSG-310 Subject: ObjectConversion&LossOfPolygons

Subject: ObjectConversion&LossOfPolygons
Date: Wednesday, 30 November 1994 08:32:44
From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

     So how come, when I'm converting objects back and forth between
Imagn and LW (with PixelPro3d), I lose polygons?